

Returnstar Feedback Genius Edu-RF (LCD)

User Manual



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Chapter One: System Introduction

1.1 Brief Introduction

Returnstar Feedback Genius Edu-RF(LCD) is also named Telecontrol Electronic Voting System. It is a new-fashioned interactive teaching and voting system developed by Returnstar Technology Co., Ltd with its patented technology. This revolutionary system combines the function of teaching, voting, game, and evaluating together. With only “one classroom (meeting room)+one computer”, it can realize interactive teaching or voting which is impossible in conventional class or conference. The powerful advantages of Feedback Genius Edu-RF(LCD) are:

1. Low investment: With Returnstar Feedback Genius Edu-RF(LCD), you only need a computer and a projector (or even a computer is enough), then you can transform the classroom or meeting room into an interactive teaching and voting center.

2. Excellent interactive effect: Returnstar Feedback Genius Edu-RF(LCD) completely activates the enthusiasm of every present student or audience. Now everybody can take part in every activity, each class or conference can be as wonderful as a TV guessing program.

3. Ease of your mind: You can directly use Returnstar Feedback Genius Edu-RF(LCD) or PowerPoint to prepare courseware for teaching and voting, or buy PowerPoint based courseware library (provided by most famous courseware resource suppliers, such as TestGen_MAC). The system will automatically and instantly display the result for each test or voting, and generate various required report forms, thus save the teacher and host from the trouble of checking homework and counting the votes.

Hence, the simple and wieldy system will soon replace the traditional methods of oral questioning, class testing, hand-rising to speak, and evaluating after event, and become one of the major instruments in modern teaching, conference, training, etc. It can be applied in various occasions for different industries, such as Classroom, Amphitheatre, Auditorium, Voting, Training Centre, Contest Program, Conference, TV program, etc.

1.2 Function

The functions of this system include: Multi Mode, Normal Quiz, Rush Quiz, Elimination, Hand-raise, Vote & Inquiry, Grade, Ad-lib Quiz, Attendance, and Grouping. These paperless activities can greatly activate the atmosphere of class and arouse the enthusiasm of the participants. Furthermore, in these basic activity modes, there are infinite potential to innovate, the more they used by teacher, the more affluent the

activities will be, and finally forms a distinctive characteristic of a class.

The system also provides powerful statistic and query functions, it will automatically, comprehensively, accurately and instantly generate different report forms according to the teacher's need, such as Class grade list, Class answer details, Class attendance, Class activities summary, Student score ledger, Student answer details, Student roll book, Question accuracy, Multi-choice histogram, Right and wrong details, Grade details. In addition to the above report forms, in each activity, the system will automatically generate answering result and ranking list, which could help the teacher better understanding the learning situation of each student, and adjust the pace of teaching. Besides, in Voting and Grading, the system will also generate report form for the result of voting and grading.

The software is embed-designed and based on Microsoft PowerPoint. It has strong functions in test paper (courseware) editing, and can freely play many kinds of multimedia content.

1.3 Application

1.3.1 Application in teaching

1. Before the class

Making multimedia courseware

- With the common PowerPoint software, teacher can make an interactive courseware and hold a vivid lesson without extra training.
- Returnstar Feedback Genius Edu-RF(LCD) supports all type of multimedia files including text, picture, video, voice, flash film, etc, which enable the teacher to utilize all available multimedia materials for teaching. Teacher can compose teaching materials by himself or download resources from internet. The multimedia information and instant feedback will improve students' enthusiasm and the interaction of class greatly.
- With the Test Paper Editor, the teacher could set the answer and mark for each question, thus save enormous time and energy.
- There are different templates in the Test Paper Editor, such as select one correct answer from two options, three options, four options... etc, which makes your edit more convenient.

2. During the class

Interactive Lecture

- Teacher can use PowerPoint to hold activity such as interactive Q&A, test, voting, rush quiz, etc, thus draw students' attention and interest.
- The teacher could leave his dais and remote-control the teaching process, so as to enhance the interaction with students.

Interactive Answer

- According to scientific research, the attention and memory can be improved by 3 to 5 times if the audience attending the lecture actively. Returnstar Feedback Genius Edu-RF(LCD) provides such a way to mobilize the students attending the lessons actively.
- With the remote controller, even those timid or inarticulate students can express their opinions easily by pressing the key. There will be no unnoticed corner in the classroom.
- It turns away the traditional limitation that only a few students can interact with the teacher.

Instant Evaluation

- All the instant feedback of each question will be summarized into a diagram. The teaching and voting result will be clear at a glance to both teacher and students. So the students can have more objective evaluation in their study, and the class tutoring will be more pertinent.
- Answering question through remote controller can instantly reflect the students' understanding to the lesson and help teacher adjust the teaching process accordingly.
- Not only the teacher but also other students can mark one's answer of a question, it enhances the students' feeling of participation and realizes favorable interaction.
- It allows students discussing a topic in groups, which will cultivate their concept of cooperation.

Class test

- The teacher can use Test Paper Editor to make the test paper of Multiple Choice in advance. Then the students select the answer by remote controller. Returnstar Feedback Genius Edu-RF(LCD) will collect the answers automatically.

- The system will automatically mark the test paper, display the result immediately and generate the report form in common format.

Teaching Effect Evaluation

- Returnstar Feedback Genius Edu-RF(LCD) is also a voting system. When the voting begins, the only thing the participants have to do is to press relevant button on the remote controller at their will. Then the computer will count out the voting result instantly. It simplifies the work of voting greatly.

3. After the class

Clear Evaluation

- Returnstar Feedback Genius Edu-RF(LCD) will record all the information in teaching process automatically. It offers the teacher comprehensive, precise and objective data about the students' learning process to lighten the teacher's work burden.
- The teacher could browse the learning record according to the class, the student, and the activity. And he can also print out the report form for parents to understand their children's learning progress.
- The various report forms offer the teacher objective information for evaluating the student, and leave them more time to dedicate into the teaching and research.
- The stored feedback information could be analyzed by the teacher so as to establish the orientation of the coming work.
- It can help students review the questions during the lesson.
- The underachieved and absent student could copy the courseware and bring home for self-study.

The above features are revolutionary, because in traditional teaching process, interactive class can only be held in small scale, and the teacher cannot know whether the students have understood the lesson.

1.3.2 Application in voting

Returnstar Feedback Genius Edu-RF(LCD) is also a voting system. The participants only need press the button on their remote controllers to cast votes. The computer will count out the voting result automatically. It is precise and convenient.

Chapter Two: Hardware Installation and Instruction

Returnstar Feedback Genius Edu-RF(LCD) consists of Teacher (Host) Remote Controller, Student (Audience) Remote Controllers (one for each student), Signal Receiver and relative software. The system is based on PowerPoint as an instant interactive platform. The teacher (host) can use the remote controller to operate PowerPoint and hold activity, such as teaching (demonstrating), interactive Q&A, testing (voting), etc. Meanwhile, the signal receiver will receive the signal emitted from the student (audience) remote controllers, and the result can be displayed in different charts and forms instantly.

2.1 Standard Configuration

1 receiver, 3m cable for connecting computer (3m), 1 Teacher (Host) Remote Controller, 55 Student (Audience) Remote Controllers (5 for spare use) (The number can be customized.), 1 Installation CD (include driver, Returnstar Feedback Genius Edu-RF(LCD) software, user manual), 1 set of bolt for fixing receiver.

2.2 Specification and Installation of Receiver

Specification and Installation of Receiver		
Function	Receive electromagnetic wave emitted from remoter controller and then transform into computer signal and transmit to computer.	
Dimension (mm)	137×137×50 Hemisphere	
Weight	180g	
Working temperature	0-40 °C	
Working relative humidity	0-90%	
		1. Fixing hole: Fix the receiver to ceiling with screw. 2. Connecting ports: The I/O port of receiver for connecting computer. 3. Power indicator (red): Indicate Power On/Off. 4. Status indicator (green): the indicator will turn on when there is radio frequency signal inputted. 5. Status indicator (blue): the indicator will flash when the receiver is activated.

Power source	DC5V	
Power Consumption	5W	
Effective receiving angle	360 degrees, 100m in spacious area	

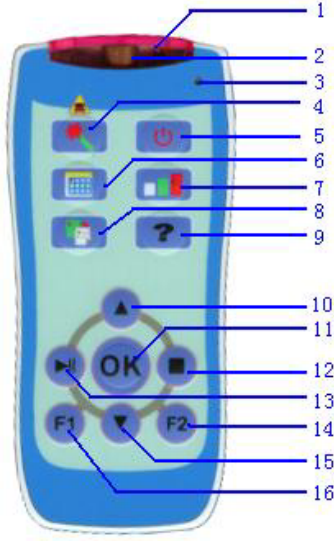
Note: Keep the shield clean and transparent, never paste or cover anything onto the shield, and scrub surface with wet cloth regularly.

Installation:

1. Through the fixing hole install the receiver to a proper place, such as ceiling, the height between floor and receiver should be less than 3 meters (if the ceiling is too high, please install it with a bracket). You also can put the receiver directly on desktop.
2. Connect the receiver and computer with the 3m cable (please refer to the figure above, make sure that each port is well connected).

Note: The system is designed for indoor usage, so all equipments can only be installed indoor to avoid direct sunshine irradiation, thunder attack and outer interference. When system is running, the receiver can not be blocked by metal object. Meanwhile, please don't place the receiver in strong magnetic or electric field, and try to avoid the interference of strong signal within 2.4 GHz.

2.3 Specification and Usage of Teacher (Host) remote controller:

Specification and Usage of Teacher (Host) remote controller			
Function	The controller of Returnstar Feedback Genius Edu-RF(LCD), used by teacher (host) to control the activity process, such as teaching (demonstrating), interactive Q&A, testing (voting), etc. It also can show the result of teaching (voting) and generate report forms.		1. Emitting Window: Laser signal is emitted through this window. <i>Note: Keep the window clean and transparent to get better emitting effect.</i> 2. Laser emitter: Emitting laser signal. <i>Note: Do not aim the laser beam straightly to eyes.</i> 3. Indicator: Will be turned on by pressing any key (except the "Laser" key), and will extinguish after 0.5 to 2 seconds; 4. Laser: Emitting laser beam as electronic fescue. 5. Start: Press this key to start projection and begin activity, press again to end projection and exit activity. 6. Result: Show the answering result and the proportion of options. 7. Statistic: Show the mark and ranking. 8. Mode switch: In Multi Mode, press this key to switch between Normal Quiz, Hand-raise, Random call, and Ad-lib quiz. 9. Feedback: In Multi Mode, press this key to
Dimension(mm)	40×104×15 flat rectangle		
Weight	60g (include batteries)		
Working temperature	0-40 °C		
Relative working humidity	0-90%		
Power source	Two AAA batteries or alkaline batteries		
Effective radiating angle	360 degree		

Longest distance	100m in spacious area	display a feedback page, through which the teacher can get student's feedback on certain question. 10. Previous: Show previous question when answering; show previous page when displaying the report forms. 11. OK: Confirm the function. 12. Stop: Stop answering, and stop timing simultaneously. 13. Start: Start answering, and start timing simultaneously. 14. F2: Auxiliary function key. 15. Next: Show next question when answering, show next page when displaying the report forms. 16. F1: Auxiliary function key.
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2.4 Specification and Usage of Student (Audience) remote controller:

Specification and Usage of Teacher (Host) remote controller	
Function	Used by student (or audience) for sending real-time message in activity such as interactive Q&A, testing (voting), etc.
Dimension (mm)	49×104×15 flat rectangle
Weight	55g (include batteries)
Working temperature	0-40 °C
Relative Working humidity	0-90%
Power source	Two AAA batteries or alkaline batteries
Effective radiating angle	360 degrees
Longest distance	100m in spacious area



1. Signal emitter: Emitting electromagnetic wave signal. Please aim the emitter at receiver when emitting.

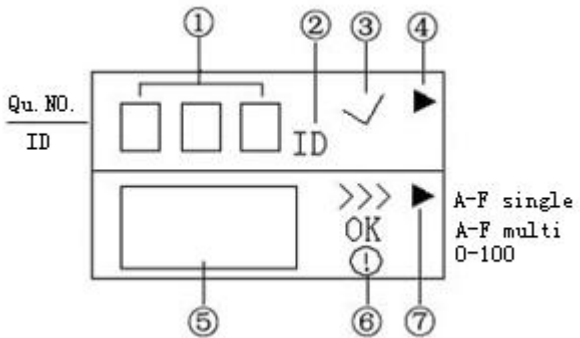
Note: Keep the shield transparent to guarantee the receiving.

2. LCD: Display ID, working mode, selected answer, status, etc.

3. Keys: Select option and achieve various functions. (Detailed instructions are as below)

Each part functions as follows:

1. LCD



A-F single
A-F multi
0-100

1.1 Question No./Remote ID: Indicate Question No. (1-100) or Remote ID (1-400).

1.2 ID Indicator: When this indicator is displayed, area ① indicates Student ID; otherwise, area ① indicates Question No.

1.3 Rush-answer Indicator: This indicator will be displayed when pressing the Rush-answer key.

1.4 Working Mode Indicator: When this indicator is in the first line, the current working mode is "Answer question one by one"; when the indicator is in the second line, the current working mode is "Answer question together"; when the indicator is not displayed, the current working mode is "Homework mode".

1.5 Selected Answer: Display the selected answer from A-F or 0-100

1.6 Transmitting Status Indicator: ">>>" means sending signal now; "OK" means signal has been sent and received successfully; "!" means signal sending failed.

1.7 Answer Type Indicator: When this indicator is in the first line, the answer type is "A-F Single"; when this indicator is in the second line, the answer type is "A-F Multi"; when this indicator is in the third line, the answer type is "1-100".

2. Key Operation

2.1 CE/①: Clear answer and transmitting status, turn on/off remote controller. After the remote controller is turned on, it will automatically enter "Answer question one by one" mode, the remote ID will be displayed, and the answer type remains the same as the last setting. When you want to turn off the remote controller, hold this key for 3 seconds. If there is no operation on remote controller for 1 hour, the remote controller will be turned off automatically.

2.2 >>>/OK: Confirm and send the selected answer.

2.3 Select Question: In "Answer question together" or "Homework mode", press "<" or ">" key to go to previous or next question. You also can press "Fn" + ">", input a Question No. (1-100), and press ">>>/OK" to jump to this question directly.

2.4 Remote ID Setting: Press "Fn" + "8" to enter the Remote ID Setting status. Refer to "4.1.2 Remote ID Setting" for detailed operations.

2.5 Select Answer: Press A-F or 0-9 to select answer from A-F (when answer type is "A-F Single" or "A-F Multi") or 0-100 (when answer type is "0-100").

2.6 Rush-answer: Only available in "Answer question one by one" mode. In this

working mode, you can press “Rush-answer” key to send the answer directly, you don’t need to press “>>>/OK” key.

3. Working Mode and Answer Type

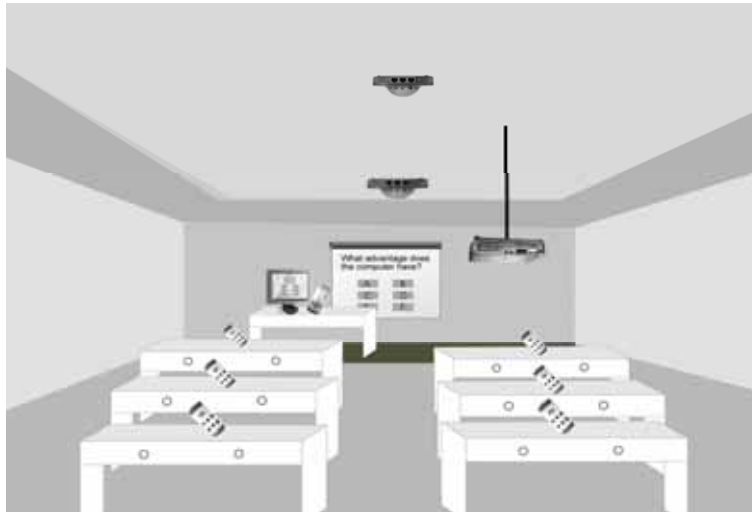
3.1 The Working Modes include “Answer question one by one” (default mode), “Answer question together”, and “Homework mode”. There are several ways to switch the working mode. When the receiver is activated, you can press “>>>/OK” to switch the working mode to receiver’s working mode (the receiver’s working mode depends on which application you have run). You also can press “Fn” + “0/Mode” to switch between “Answer question one by one” and “Answer question together”. To enter “Homework mode”, press “Fn” + “9” or “Fn” + “0/Mode”. To quit “Homework mode”, press “Fn” + “0/Mode” to switch to other mode. In “Answer question one by one” mode, Area ① of LCD indicates Remote ID. Each time you send signal, only answer will be sent. In “Answer question together” mode, Area ① of LCD indicates Question No. Each time you send signal, both answer and Question No. will be sent.

3.2 The Answer Types include “A-F Single”, “A-F Multi”, “0-100”. When the receiver is activated, you can press “>>>/OK” to switch the answer type to receiver’s answer type (the receiver’s answer type depends on which application you have run). You also can press “Fn” + “0/ Mode” to switch between these answer types.

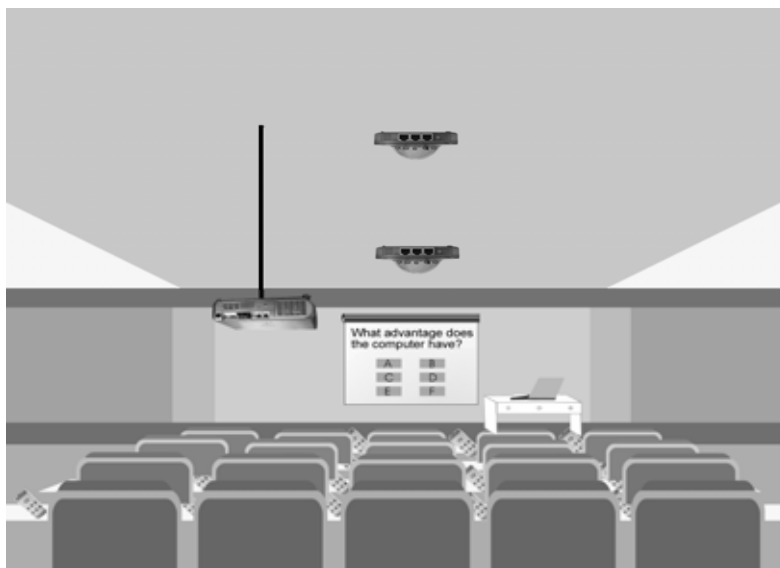
3.3 If the running application is “Quiz Master”, the corresponding working mode is “Answer question one by one”. In this mode, the answer type can be “A-F Single”, “A-F Multi”, and “0-100”. The participant number is within 400. If the running application is “Standard Exam”, the corresponding working mode is “Answer question together” and “Homework mode”. In “Answer question together” mode, the answer type can be “A-F Single” or “A-F Multi”. The participant number is within 400. In “Homework mode”, the answer type can only be “A-F Single”. The participant number is within 400.

2.5 Application environment.

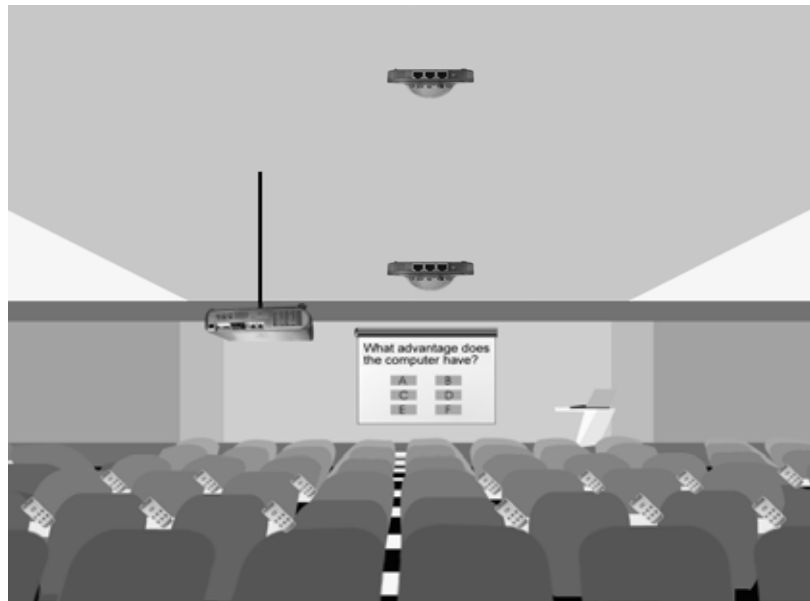
1. Classroom



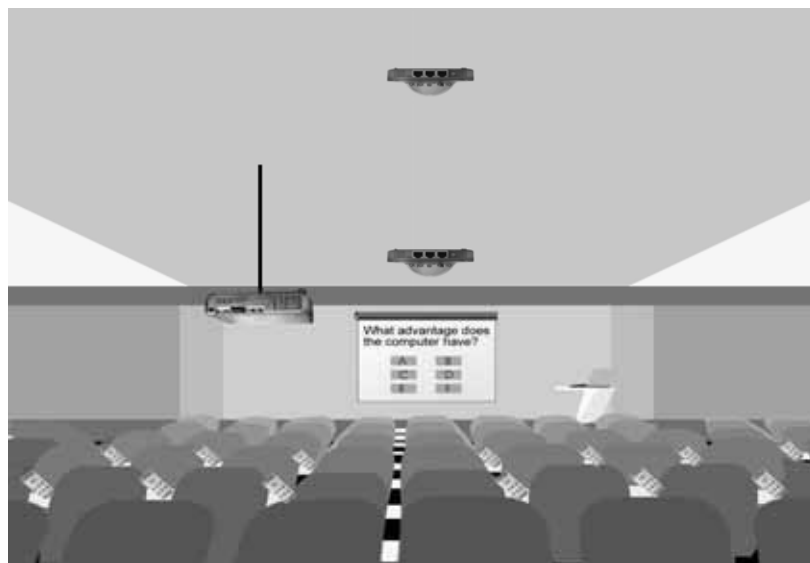
2. Amphitheatre



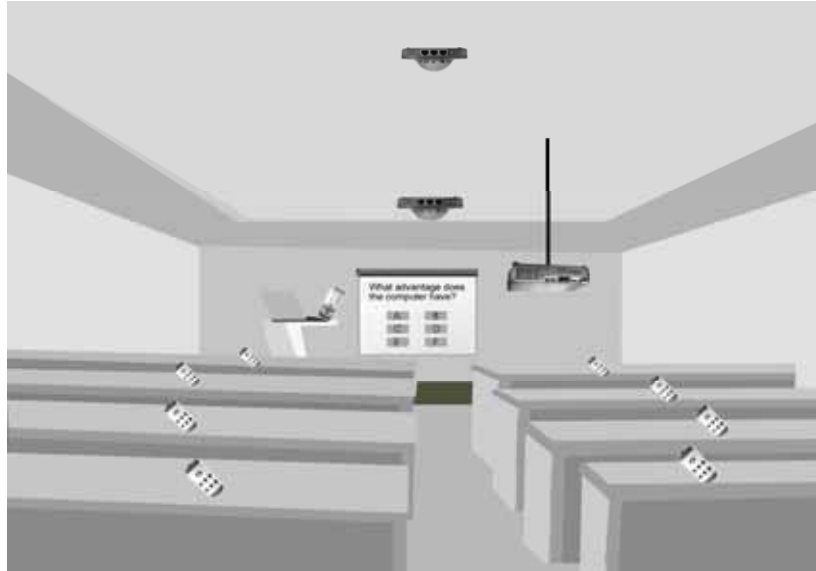
3. Auditorium



4. Voting



5. Training Centre



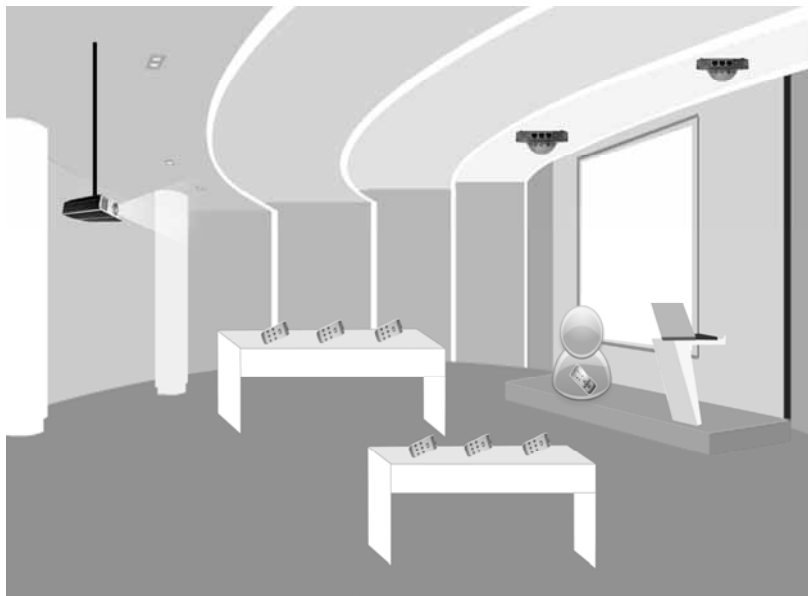
6. Contest Program



7. Conference



8. TV program



Chapter Three: Install, Uninstall, and Upgrade the Software

3.1 System Requirements

One 80X86 computer (laptop or desktop)

CPU: Pentium II or above;

Memory: 64MB or above:

Operating system: Windows 2000/XP/2003/Vista 32:

Application: Office 2000 or above:

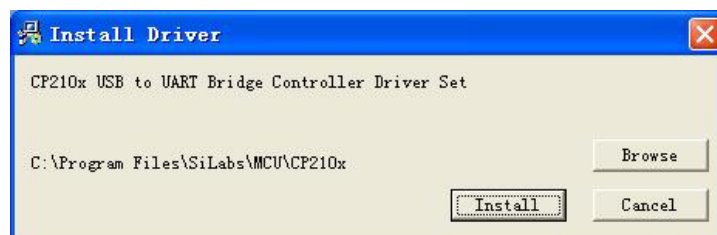
HD spare: Above 100MB;

Display or output devices: VGA 800x600 above, also require a large display or projector (Resolution 1024x768 above).

3.2 Install the driver and software

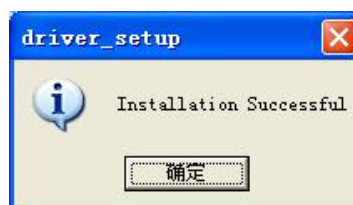
Install driver

Step 1. Double-click “*driver_setup.exe*” in “*Driver*” folder of the Installation CD, following window will appear.



Step 2. Click “*Install*” to install the driver. The default installation folder is “*C:\Program Files\SiLabs\MCU\CP210x*”, you can click “*Browse*” to change it.

Step 3. After the installation is completed, a prompt window will appear, as follows.





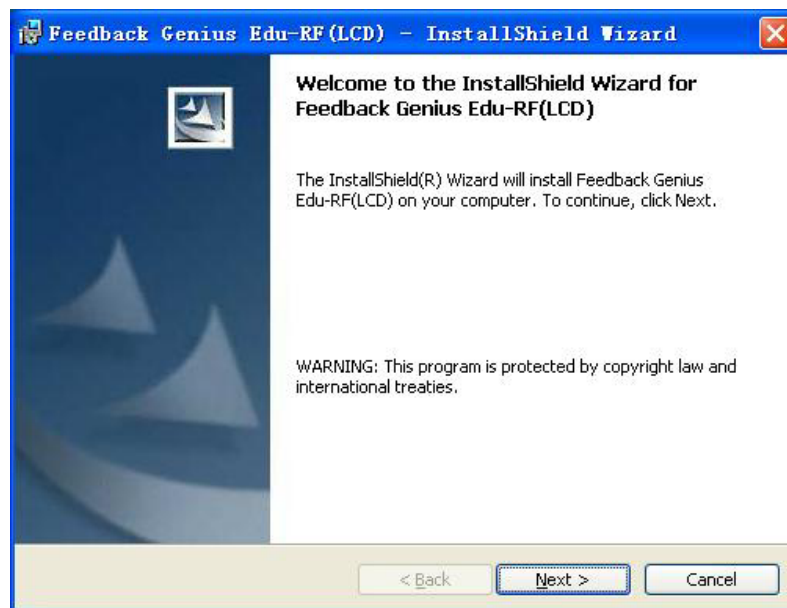
Prompt:1. If it is the first time you connect receiver with PC, and the driver hasn't been installed, the system will prompt "found new hardware", please don't close this window. After the driver has been installed, select "Automatically install software", can click "Next" to load the driver.

2.In Windows Vista 32, it may take some time for system to find hardware when installing driver, so please wait a moment.

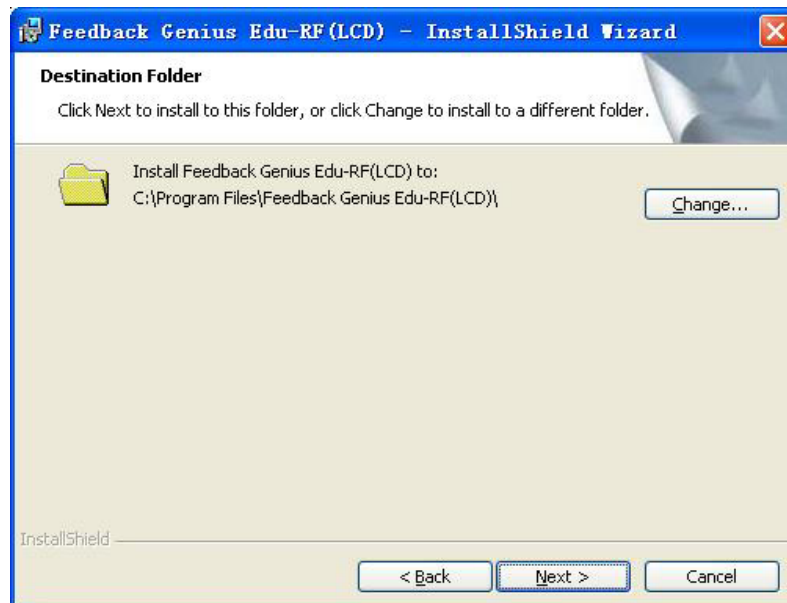
Install software

Double-click "Returnstar Feedback Genius Edu-RF(LCD).exe" on the Installation CD, and finish the installation according to the prompt.

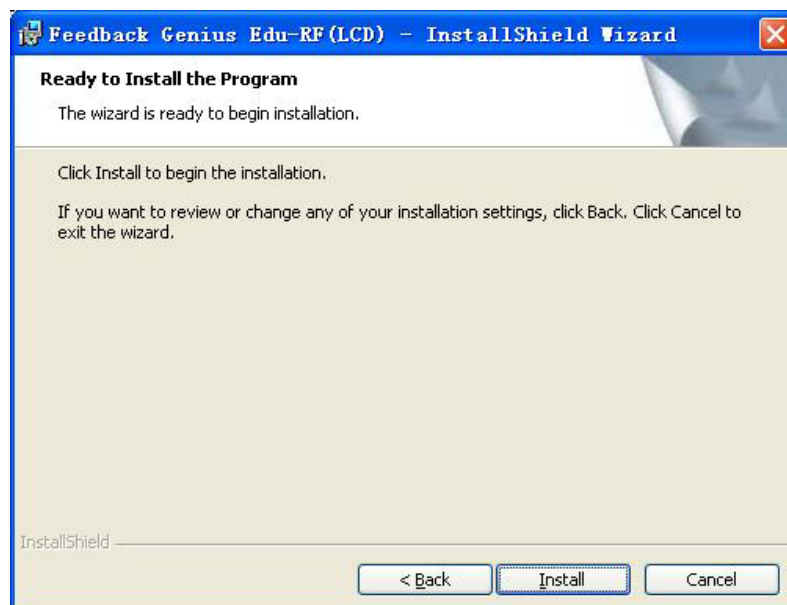
1. Click "Next" on the opened window to confirm installation, as follows:



2. Select “Change” to change the installing path (the default path is *C:\Program Files\Feedback Genius Edu-RF (LCD)*), and then click “Next”, as follows:



3. Click “Install” to start installing the software, as follows:



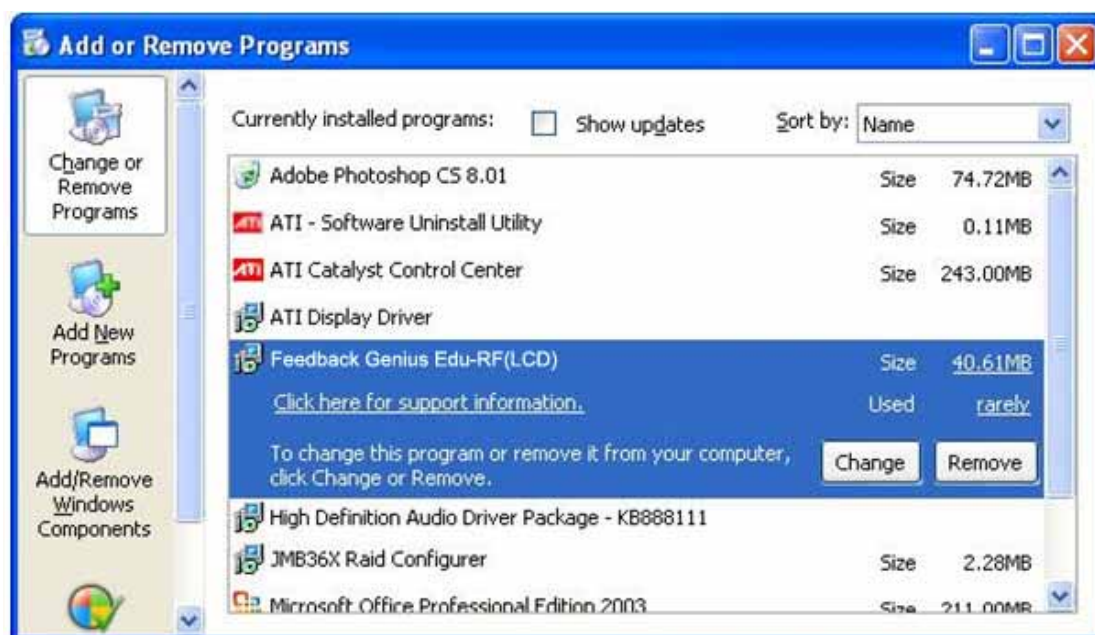
4. After you click *“Finish”*, Returnstar Feedback Genius Edu-RF(LCD) has been successfully installed.

After the installation, two desktop shortcut icons will be created automatically: Setting and Query, Quiz Genius. And on the start menu will also appear 4 shortcuts (Test Paper Editor, Quiz Genius, Setting and Query, Standard Test). As follows:



3.3 Upgrade and Uninstall the Software

To update the software, please enter into *“System Setting”* --- *“Data Management”* to backup the database first, then uninstall the former version and install the new version. To uninstall the software, open *“Control Panel”*, select *“Add/Remove Programs”*, and in the list of Currently Installed Programs, select *“Feedback Genius Edu-RF(LCD)”*, then press the *“Remove”* button to remove the software.



Chapter Four: Usage

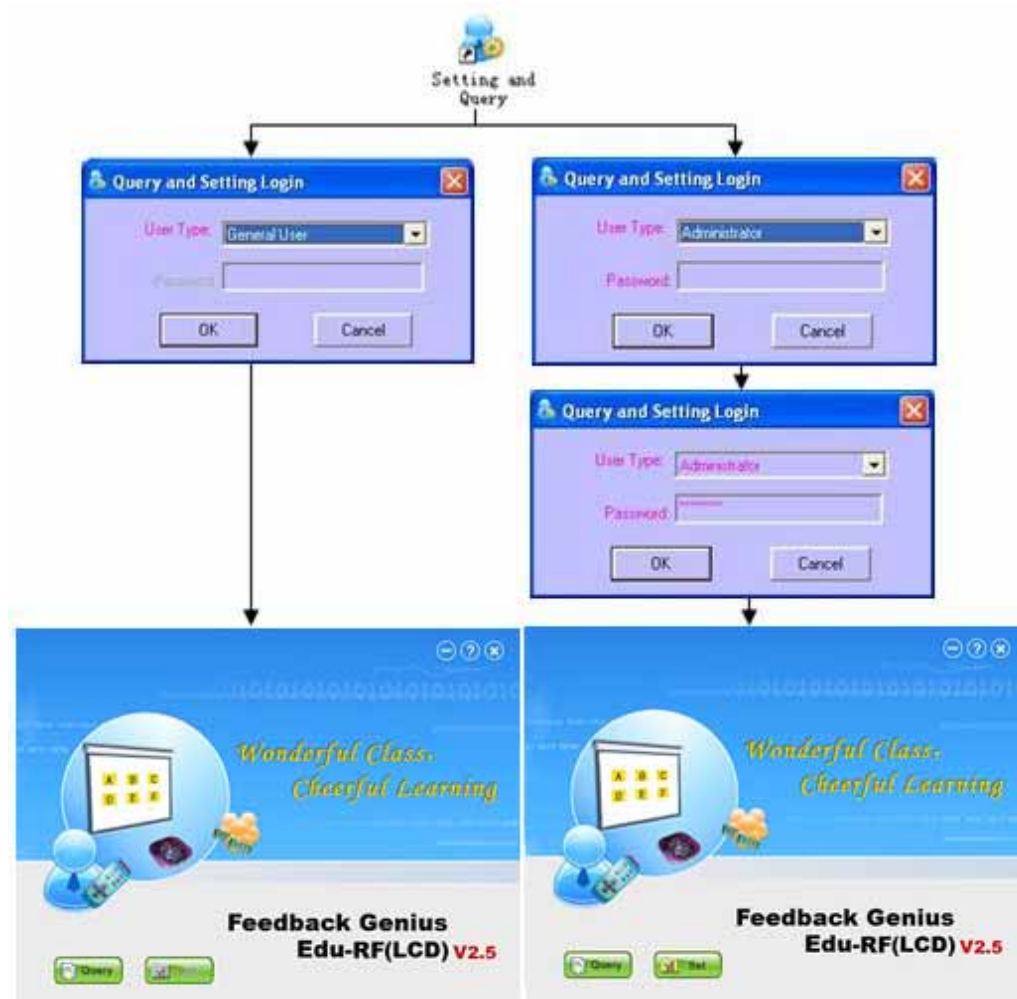
4.1 System Setting

Click “Setting and Query” shortcut on the desktop or select *Start > Programs > Feedback Genius Edu-RF(LCD) > Setting and Query*, a login window will appear, select “General User”, you can directly enter the main interface of Setting and Query; select “Administrator”, you need input correct administrator login password (default password: 88888888) to enter the main interface, as follows:



Caution:

1. “General User” can only browse activity record. “Administrator” can also configure the system.
2. When you first use the system, you must enter the “Quiz Genius”, and then input the serial number behind the main receiver (or its box) for registration.



Click “Setting” button in the Setting and Query main interface to enter the System Setting interface.



Caution:

When entering the System Setting interface, the system will automatically check the receiver. If the receiver is not under the normal working state (the receiver is not well connected with computer or power source), the system will prompt an error message.

System Setting includes: Hardware Test, Remote ID Set, Data Manage, Student Set, Teacher Set, Subject Set, System Set, etc.

4.1.1 Hardware Test

On the System Setting interface, select “Hardware Test”, as follows:

System Setting

Hardware Test | Remote ID Set | Data Manage | Student Set | Teacher Set | Subject Set | System Set

Remote Address:

Remote Key:

Receiver Status:

Steps to testing Student Remotes:

1. Click 'Activity Receiver', the Receiver Status should flicker green
2. Press a key on the student remote and then send, the LCD will display the key information
3. If the number that appears in the remote address box and letter which appears in the remote key box correspond with the remote being tested, the remote is ready to use.

Steps to testing Teacher Remote:

1. Press the 'Laser' key on the remote, the red laser light will emit (Do not point at one's eye)
2. Click 'Activity Receiver' key, the Receiver Status should flicker green
3. Press remote keys (Except F1, F2 and laser), the indicator light will illuminate red
4. If it displays "Teacher" in the remote address, and if the key information displayed in the remote key box corresponds with the teacher remote being tested, the remote is ready to use
5. Click 'Stop Receiver' key, the green receiver status light will turn off

Activate Receiver | Stop Receiver

The working performance of the Receiver, Teacher Remote Controller and Student Remote Controller can be tested in Hardware Testing. All details of the testing process are listed in this menu. If the receiver works normally, then the keys on Teacher Remote Controller and Student Remote Controller should also function. Any problem, please refer to “Chapter Five – FAQ” on this user manual.

4.1.2 Remote ID Set

On the System Setting interface, select “Remote ID Set”, as follows:

System Setting

Hardware Test | **Remote ID Set** | Data Manage | Student Set | Teacher Set | Subject Set | System Set

To change the remote ID on a student remote:
Using the remote you wish to reset/change please do the following:

1. Press and hold 'Fn' key
2. press 'B' key
3. release both keys at the same time
4. Point the remote to the receiver
5. Before the LCD display Error, click the desired numbered key to the right. The number you choose will be the new ID number for this remote.
6. When the desired numbered key to the right turns green, your attempt at resetting a remote ID has been successful.
7. To change additional remote ID's please repeat the steps above.

Remote ID range: 1-100

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Extension receiver address setting
Connect the Extension receiver and main receiver (Make sure only to connect one Extension receiver), click the right side of address to set

1	2	3	4	5	6	7
8	9	10	11	12	13	14

Result:

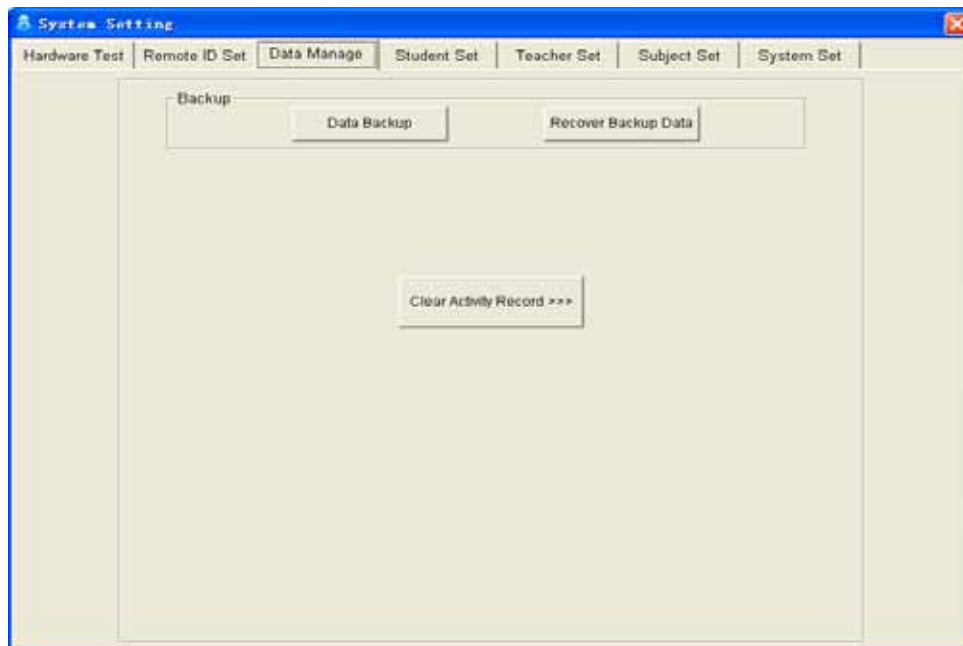
When a remote controller is damaged or lost, you can use a backup remote controller, and set its ID the same as the lost one. For setting steps, please refer to this setting menu.



Caution:

On “Quiz Genius”, each remote ID must be different! So you should set the ID before using.

4.1.3 Data Manage: Select “Data Manage” on the System Setting interface, as follows:



4.1.3.1 Data Backup

In order to prevent the database from damage in accident, please backup the database to a “qlb” file, the file name and path can be customized.

4.1.3.2 Recover Backup Data

Cover the current database file with the backup “qlb” file. Since this operation may cause data loss, so please think over in advance. The Data Management Password (the default password is 12345678) is also needed for the operation.



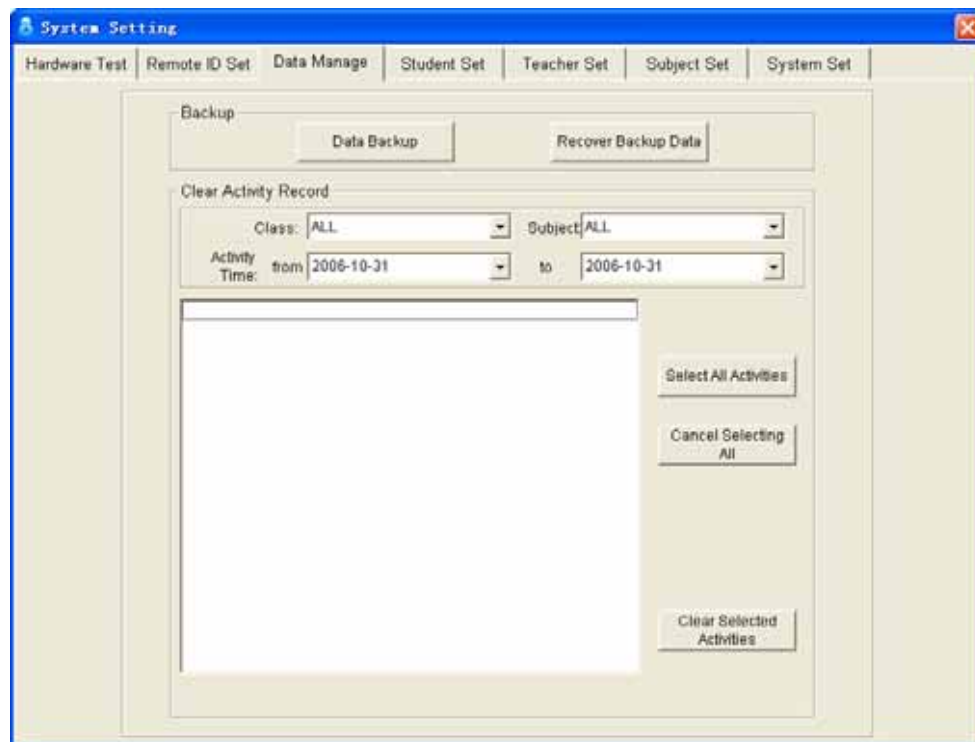
Caution:

The Data Management Password is different from the Administrator Login Password. Both passwords can be modified on “Setting and Query” --- “Set” --- “System Set”.

4.1.3.3 Clear Activity Records

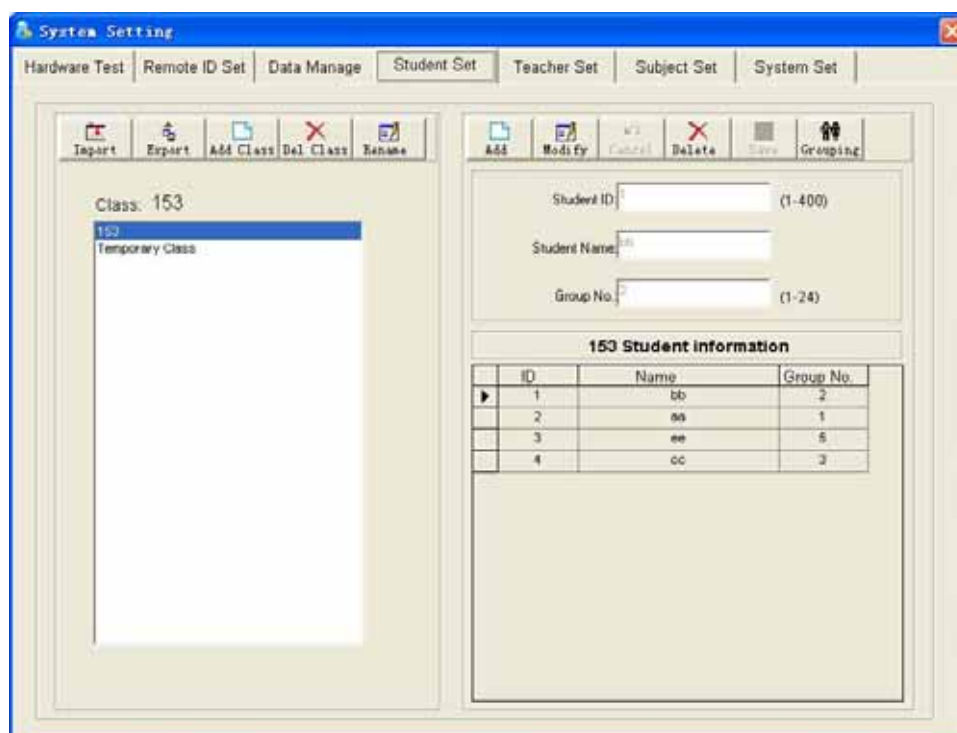
In order to free some HD space, you can clear some activity records. Click “Clear Activity Record” button, and then input the correct Data Management Password (default password is 12345678) to enter the Clear Activity Record interface, select the activity record according to class, subject and activity time, then click “Clear Selected

Activities”, as follows:



4.1.4 Student Set

Select “*Student Set*” on the System Setting interface as follows. The interface is divided into two parts, on the left is class information, and on the right is student information. The system offers a test class and a temporary class, the test class includes 6 students, and the default students of the temporary class are 100. The temporary class can be used for temporary testing without editing the class information.



4.1.4.1 Edit Class Information

A. Import class information: Click “Import” button to import the Excel sheet with class information into the database (the default import and export path is the CLASS folder under the installed program folder). The Excel sheet must be as the following format:

Student No.	Name	Group No.
Integer from 1 to 400, Can not repeat	Text information, can not repeat	Integer from 1 to 24

Each column of the first row must be identical with the first row of the above table. From the second row, each column should follow the description in the second row of the above table.



Caution:

In class information to be imported, the students should be no more than 400. Otherwise, there will be a message prompting error.

B. Export class information: After setting the class information, you can export the class information to an Excel sheet. Select the class you want export, then click “Export” button and input the file name, the class information will be exported.



Caution:

The import and export functions can decrease the work of inputting the same class information repeatedly, which are very convenient for Excel user.

C. Add class: Click “Add Class” button and input the class name, you can add a blank class. The length of the class name should be no more than 50 characters.



Caution:

There is no limitation on the number of classes, and any character can be used for the class name, but the class names can not be repeated.

D. Delete class: Click “Delete Class” button, and then you can delete the selected class.



Caution:

The temporary class is not allowed to be deleted, and the deleted class should be empty, otherwise the system will forbid the deleting.

E. Rename: Click “Rename” button and then input the new class name.

4.1.4.2 Edit Student Information



Caution:

Only “Group Setting” function is available for temporary class.

A. Add student: Click “Add Student” button, input the Student No., Student Name and the Group No., then click “Save” button, the student information will be added.



Caution:

In one class there should be no more than 400 students. The Student No. should be integer from 1 to 400 and can not be repeated. The Student Name can use any characters, but can not be repeated, and the length should be no more than 20 characters. The Group No. should be integer from 1 to 24 and can be set by other two ways: "Quick Grouping" in Quiz Genius software or "Group Setting" of Student Information Setting. The last saved Group No. is the valid one.

B. Modify: Modify information of the selected student.

C. Cancel: Cancel adding or modifying information.

D. Delete student: Delete the selected student information.

E. Save: Save the student information which have been added or modified.

F. Group setting: Group students in the selected class. Click "Group Setting" and then enter into the Students Group Setting interface, as follows:

On the left column are the ungrouped students; on the right column are the grouped students. Each button functions as follows:

>>: Assign all ungrouped students into the appointed group.

>: Assign selected ungrouped students into the right group.

<<: Transfer all grouped students in an appointed group to ungrouped state.

<: Transfer selected grouped students in an appointed group to ungrouped state.

Reset: Transfer all students to ungrouped state.

OK: Save the group setting and exit the Students Group Setting interface. (Attention: the number of ungrouped students must be 0 now.)

Cancel: Cancel the current group setting and exit the Students Group Setting interface.

4.1.5 Teacher Set

Select “*Teacher Set*” on the system setting interface, as follows:

ID No.	Teacher Name

Each button functions as follows:

A. Add: Click “*Add*” button, input name, and then click “*Save*” button to add teacher information.



Caution:

There is no limitation on the number of teachers, and any character can be used for the teacher name, but the Teacher No. and Name can not be repeated, and the length of Teacher Name should be no more than 20 characters.

B. Modify: Modify information of the selected teacher.

C. Cancel: Cancel adding or modifying teacher information.

D. Delete: Delete the selected teacher information.

E. Save: Save the added or modify teacher information.

4.1.6 Subject Set

Select “Subject Set” on the System Setting interface, as follows:

The screenshot shows a software window titled "System Setting". It has a tabbed interface with the following tabs: "Hardware Test", "Remote ID Set", "Data Manage", "Student Set", "Teacher Set", "Subject Set" (which is currently selected), and "System Set". The main content area of the "Subject Set" tab contains a form with a "Subject Name:" label and an adjacent text input field. Below this is a table with two columns: "Subject No." and "Subject Name". The table is currently empty. To the right of the table, there are four vertically stacked buttons: "Add", "Modify", "Delete", and "Save".

Each button functions as follows:

A. Add: Click “Add”, input subject name, and then click “Save” button.



Caution:

There is no limitation on the number of subjects, and any character can be used for the subject name, but the length of subject name should be no more than 20 characters, and can not be repeated.

B. Modify: Modify the selected subject.

C. Cancel: Cancel the modification of the selected subject.

D. Save: Save the subject which has been added and modified.

4.1.7 System Set

Select “System Set” on the System Setting interface, as follows:

Parameter Setting includes three parts:

A. Modify Password: Modify Administrator Login Password and Data Management Password.

B. Parameter Setting: Include “Display Status Bar”, “Publicize Correct Answer”, “Rank by Average Mark” and “Rank by Total Mark”.

C. Sound Setting: During the process of an activity, different operation has different prompt sound. The user can click "*Browse*" to select other sound file (WAV file) or disable the prompt sound for some activities by not selecting them.

D. Other buttons functions as follows:

1. **"Save"**: save the system parameter setting.
2. **"Load default setting"**: restore the system parameter to default setting.

4.2 Quiz Genius

Before operating the Quiz Genius, please understand some definitions:

1. One PowerPoint file $\longleftrightarrow$ One test paper
2. One slide in PowerPoint file $\longleftrightarrow$ One question in test paper
3. Play PowerPoint file $\longleftrightarrow$ Start testing

Run Quiz Genius, PowerPoint will start automatically, and then you can see two toolbars added in the PowerPoint window. One is embedded toolbar (include Quiz Genius, Paper Editor, Template Design, Setting and Query, and Help), the other is floating toolbar (the default is Quiz Genius). You also can see an active window, as follows:

Click the first four buttons in the embedded toolbar (as shown in the red frame), the content of the floating toolbar and the active window will change accordingly, and some applications will be activated.



4.2.1 Template Design



1. **Load:** Load a template file (*.POT), the default path is "Install path\template".
2. **New:** Create a new template file (*.POT).
3. **Save:** Save the current template file (*.POT), the default path is "Install path\template".
4. **Info:** View the information of the template file, including the quantity of the

questions and the options of each question (include quiz title, answer option A, B, C, D, E, and F).

5. Add: Add a new question (slide) for the current template file.

6. Delete: Delete selected question (slide).

7. Modify Question Name: modify the name of the question (slide) for convenient memorization.

8. Option Name: select the name for the current option from the dropdown menu of Option Name, including “Title”, “Option A”, “Option B”, “Option C”, “Option D”, “Option E”, and “Option F”. The system default is undefined.

4.2.2 Paper Editor

Since a test paper is a PowerPoint file, so the user can use various tools in PowerPoint to edit the paper, such as modify text content, insert picture, video and sound, set animation, adjust slide background, and so on. The Paper Editor is specially designed for quiz.

The buttons of the Paper Editor Interface (as shown in the following picture) function as follows:



1. Genius

Exit Paper Editor and enter Quiz Genius.

2. Load

The default loading path is “Install path\paper base” (Note: The “Install path” is the path where Returnstar Feedback Genius Edu-RF(LCD) is installed, the system default is “C:\Program files\ Feedback Genius Edu-RF(LCD)”, the following “Install path” refer to the same). Of course, the users can also load test paper from other path. (We suggest users save all test papers in “paper base” catalog for convenient usage)

3. New

Click “New”, the system will list all kinds of paper templates for your choice, select an appropriate template, and then do a little modification, a new test paper will be created. (Tips: the system provides various test paper templates such as Normal Quiz, Rush Quiz, Voting, etc. Some templates have suffix of 1, 2, or 3. The suffix means the

display mode of the question and answer: display at the same time, display according to action, and display according to time. The default path of the templates is "Install path\template", and users can create new paper template (PowerPoint template file, suffix is pot) and save it to the folder for making new paper in future.)

4. Save

System default save path is "Install path\paper base", if the question has not been set when saving (refer to point 8 for detailed setting steps), the system will prompt a warning message.

5. Info

In the process of editing test paper, users can click this button to view the information of the whole test paper, including the paper name and path, the total number and mark of the questions, and the total answering time. The system also can group questions by the difficulty or answer state, and list the number of questions which have no correct answer.

6. Add

If the paper is newly created and has not been saved, the system will add a question following the template of the new paper. If the test paper is loaded one, it will add a question following the template of the first question. And users can also use PowerPoint to add a new slide (add question), but the system will not apply the template automatically.

7. Delete

Delete the selected question of the current slide.

8. Qu. Setting

Since the Question Setting is closely related to system statistic, report forms, etc, we strongly recommend the user use this function after they finish editing the paper. Click "*Qu. Setting*" to enter the Question Setting interface, as follows:

The screenshot shows a 'Multi ModePage1' dialog box with the following settings:

- Qu. No.: 1
- File default mode: Multi Mode
- Qu. default mode: Normal Quiz
- Mark: 10
- Time limited: 30
- Auto build answering histogram on slide: ☒
- Difficulty Level: Easy
- Answer Type: A-F Single
- Correct answer select: A, B, C, D, E, F (all unchecked)
- Auto Acquire button: highlighted

Each button functions as follows:

A. Activity Mode: The Activity Mode decides the way of running the quiz. (One test paper can only have one activity mode)

B. Question Number: You can select different Question Number to set different question, you also can use "Previous Qu." and "Next Qu." buttons to select different Question Number.

C. Question Title (Grading Object): We recommend you input a brief introduction for the question, or input the Grading Object for Grading activity. The system will prompt a warning message if it is empty.

D. Mark, Time Limit: Set the Mark and Time Limit of the current question.

E. Correct Answer: it is important because only when the correct answer is provided can the system judge the student's answer.

F. Difficulty: Select the question's difficulty.

G. Rush Quiz Setting: Set the deduction of mark for a wrong answer and the time limit for answering the question after getting the right.

H. Answer Option Setting: Input the answer options.

I. Auto Acquire: When you use the template the system provides for editing the paper, the question title and answer options can be automatically acquired by

pressing the “Auto Acquire” button.

J. Auto build answering histogram on slide: Select this item, a histogram of answering result will be displayed on the right bottom of screen when the answering process is stopped or finished. And some information of answering result will be added in the remark column of each question slide.

K. Answer Type and Correct Answer Select: Set the answer type and the correct answer from A-F or 1-100. If the activity mode is “Grade”, you can assign a mark for A-F keys, or allow student to mark by pressing the 1-10 keys directly. Click “Apply all” to apply this answer type to all exam paper.

L. Previous Qu., Next Qu.: Select the previous question or the next question to set.

M. Cancel, OK: Cancel or confirm the current modification, and then exit Question Setting interface.

9. Qu. Template

Select a ready-made template file to facilitate adding question

10. Question Template Dropdown Menu

Select a question template from the current template file.

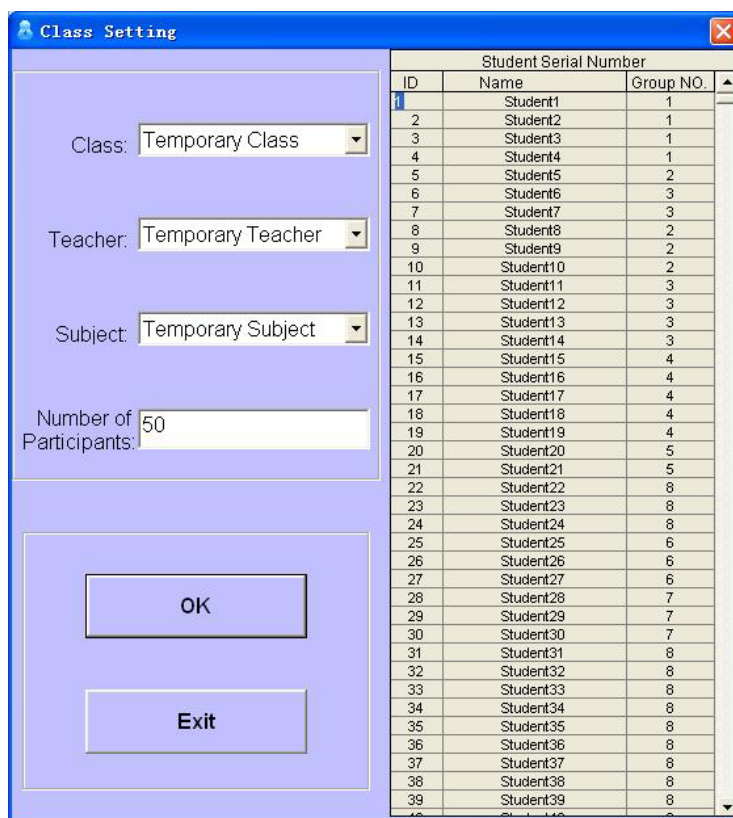
4.2.3 Quiz Genius

Click “Genius” to enter the Quiz Genius interface (as follows):



4.2.3.1 Class setting

Before the activity, teachers have to set the class. Click “Class Setting” button, and then select the right class, teacher and subject. If there is no relevant record available, or it is a temporary activity, please select temporary class, teacher, subject, and input the number of participants (the teacher is not included).



Class Setting

Class: Temporary Class

Teacher: Temporary Teacher

Subject: Temporary Subject

Number of Participants: 50

OK

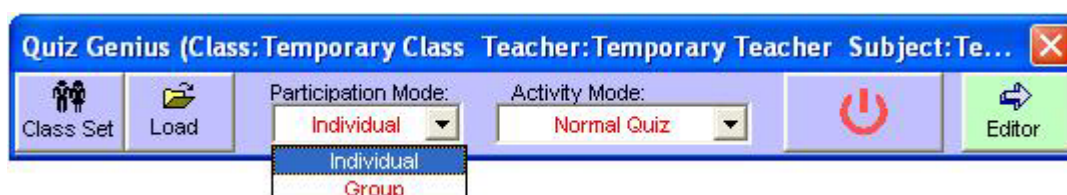
Exit

Student Serial Number		
ID	Name	Group NO.
1	Student1	1
2	Student2	1
3	Student3	1
4	Student4	1
5	Student5	2
6	Student6	3
7	Student7	3
8	Student8	2
9	Student9	2
10	Student10	2
11	Student11	3
12	Student12	3
13	Student13	3
14	Student14	3
15	Student15	4
16	Student16	4
17	Student17	4
18	Student18	4
19	Student19	4
20	Student20	5
21	Student21	5
22	Student22	8
23	Student23	8
24	Student24	8
25	Student25	6
26	Student26	6
27	Student27	6
28	Student28	7
29	Student29	7
30	Student30	7
31	Student31	8
32	Student32	8
33	Student33	8
34	Student34	8
35	Student35	8
36	Student36	8
37	Student37	8
38	Student38	8
39	Student39	8

4.2.3.2 Load test paper

Click “Load”, then you can open an existed test paper. Please note that you don’t have to load paper is not necessary when doing Ad-lib quiz, Roll Call and Grouping.

4.2.3.3 Select participation mode



Quiz Genius (Class:Temporary Class Teacher:Temporary Teacher Subject:Te...)

Class Set Load

Participation Mode: Individual

Activity Mode: Normal Quiz

Editor

Select “*Participation Mode*” including Individual and Group. In case of Group, the answer of any member in the group will represent the whole group. So every member in the group will have the same mark. If you haven’t set the group in the class, the class member can’t take part in groups. The user can set the group by selecting “*Quick Grouping*” in “*Activity Mode*”.

4.2.3.4 Select activity mode

There are 10 activity modes. Different activity mode has different process of answering question. Following are the introduction of these activity modes:

1. Multi Mode: With standard answer, and the participation form is unlimited (any student can participate, either as in individual or group). During the activity, the teacher can press “” key to switch between Normal Quiz, Hand-raise, Random Call (system will random ask a student to answer question, the answering result will be counted in to Hand-raise), and Ad-lib Quiz. The teacher also can press “” key to insert a feedback page, through which he can know whether student have understood his question.

2. Normal Quiz: With standard answer, and the participation form is unlimited (any student can participate, either as in individual or group). The timing will be started when the teacher (host) presses “”, and will be stopped when he presses “” or the time runs out. The teacher also can press “” to view the result, and press “” to view the ranking. During the activity, the students (audience) could press A-F or 0-9 keys to select answer, then press “>>>/OK” to send the selected answer.



Note: If the answer has been sent successfully, the LCD on student remote will display “Ok”; otherwise, it will display “”

3. Rush Quiz: With standard answer, and the participation form is unlimited. The timing will be started when the teacher (host) presses “”, and will be stopped when he presses “” or the time runs out. The first student (group) who press “Rush-quiz” get the right to answer the question. The system will automatically display his name or group number. The student must answer the question in the stipulated time, if the answer is right, he will get the point, if the answer is wrong, the point will be deducted. (Please refer to “Rush Quiz Setting” in “Qu. Set”). Before the teacher (host) presses “”, the right answer will not be publicized, so a question can be answered several times, but individuals or groups who have answered before can not answer the question again.

4. Elimination: With standard answer, and the participation form is unlimited. The timing will be started when the teacher (host) presses “”, and will be stopped when he presses “” or the time runs out. During the activity, the students (audience) could press A-F or 0-9 keys to select answer, then press “>>>/OK” to send the

selected answer.. Those students (groups) who have correct answer will enter the next bout, but the loser will be eliminated. And each question can be answered in only one time, if all students (audiences) fails, the elimination will be ended.

5. Hand-raise: Without standard answer, and the participation form is unlimited. The timing will be started when the teacher (host) presses “”, and will be stopped when he presses “” or the time runs out. When displaying the question, the student can press “” (Hand-raise) key. The first student pressing the key gets the right to speak (answer or ask question). And the teacher can grade the student according to their speech. The same question can be answered by several times, and individuals or groups who have answered before can not answer the question again.

6. Vote & Inquiry: Without standard answer, and the participation form is unlimited. It can be used for voting and collecting opinion, and the voting candidates should be no more than 6 (A, B, C, D, E and F). The system will generate the voting result report form automatically. The timing will be started when the teacher (host) presses “”, and will be stopped when he presses “” or the time runs out. The teacher (host) also can and press “” to view the voting result. Student (audience) can vote for the candidate by pressing A, B, C, D, E or F key in their remote controllers.

7. Grade: Give mark to a certain object (one question equals to one object). Options A to F represent 10 points-- excellent, 8 points— good, 6 points -- passed, 4 points – not good, 2 points—bad, 0 point—worst respectively. The mark for each option can be set in Question Setting. The system will generate a mark list and sort the player according to their marks. The timing will be started when the teacher (host) presses “”, and will be stopped when he presses “” or the time runs out. They also can press “” to view the grading result, or press “” to view the mark ranking. Students (audiences) can mark the object by pressing A, B, C, D, E or F key in their remote controllers.

8. Ad-lib Quiz: It is fit for quiz with standard answer, but the teacher need not make the paper in advance, he dictates the question and answer options instead. After the teacher presses “” on the remote controller, then the students can press A, B, C, D, E or F on their remote controllers to answer the question. When the teacher press

“” on the remote controller, or the test time runs out, the student should stop answering. And the system will prompt the teacher to publish the correct answer and mark the student, then it will automatically take statistics on the students’ answers and report the result. The teacher (host) can press “” to view the answering result, or press “” to view the mark ranking.

9. Attendance: it is restricted to individual. After the teacher press “”, the students press any key on their controllers and then press “>>>/OK” to check in. The teacher can press “” to end the roll call. And the system will display the roll call result automatically.

10. Grouping: it is restricted to individual. If you haven’t set the group, or you want change the group temporarily, you can use this function. After the teacher press “” button, the students can choose their group from Group 1 to Group 7 by press the A, B, C, D, E, F or “Rush-quiz” button. When the teacher press “”, the grouping will be ended and all students who have not pressed any button will be grouped into Group 1. The system will automatically display the member amount and proportion of the groups, and mark the students’ group number with different background colors accordingly at the “Answer State Area”. If the teacher chooses to save the activity record of quick grouping, then the record will be set as the default grouping of this class. We suggest group continuously from Group 1 and do not leave any group empty.



Prompt: in Grouping, student must press “>>>/OK” to send signal after press A-F key.

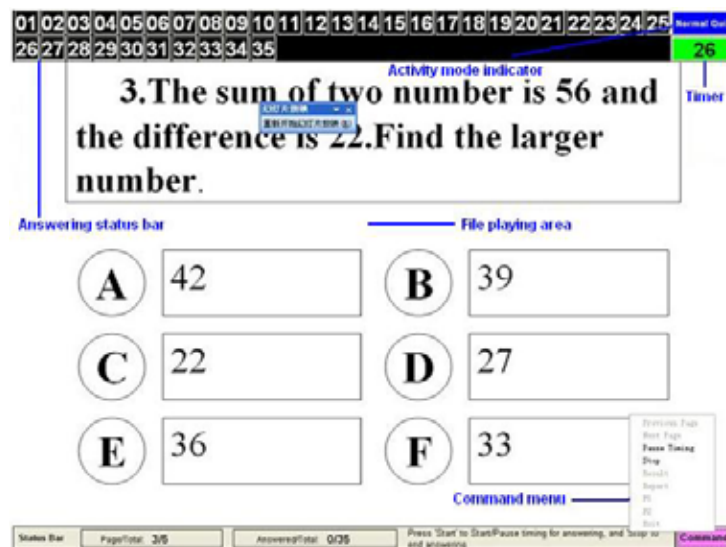
4.2.3.5 Start activity

After finish the above settings, you can start the interesting quiz activity.

4.2.3.5.1 Enter activity

Press “” on teacher’s remote controller or click “” on Quiz Genius toolbar to begin the activity (Playing PowerPoint file). Press “Shift” key and click “”

simultaneously to enter the auto-playing mode. (The whole process doesn't need teacher's control, the system will automatically start timing and turn page). After the activity begins, the screen will display as the picture below:



Following is the introduction for each part of the screen.

A. File playing area: it is used for displaying the current file.

B. Activity mode indicator: it is used for displaying the current activity mode.

C. Command menu: click the “Command” button, a command menu which has the same functions as the teacher’s remote controller will pop-up (including Previous page, Next page, Start/Stop, Result, Report form, F1, F2, and Exit);

D. Answering status bar: After the teacher presses “” to begin the quiz, the ID numbers (group numbers) of participants will be listed in this area with different background colors. The initial color is black. Gray means the student in this ID is absent (if Roll Call has been carried out), blue means the student in this ID has answered the question. (The students can change their answer, and the background color will accordingly alter between navy blue to pearl blue. The system will record the last answer and time as final.) When pressing “” to display the result, the background color will be changed to red (wrong answer) or green (right answer).

E. Timer: The timer will start timing when the test begins. It will show the time remained for answering the question and will sound the alarm when the time remained is less than 10 seconds. The timer has three statuses: (1) Timing: when the timer is stopped or paused, press “” to start timing. The background color will

turn green and the student can start answering the question. (2) Pause: in timing status, press “pause” or “▶||” button, the background color will turn yellow, and the timing will be stopped, but the students can continue to answer the questions. This status can provide student extra time to answer the question. (3) Stop: when the teacher press “■” button, or when the number in timer becomes 0, the background color will turn red, the timing will be stopped, and all students can not answer the question anymore.

4.2.3.5.2 Control activity: The teacher can use remote controller or mouse to control the activity, such as start answer, stop answer, go to previous or next page or slide. Note: The system will not respond to other orders in the process of answering until the timer ends or the “■” button is pressed.



Caution:

During the answering process (the timer is timing), the system will not respond to other command until the timing ends or the “■” button is pressed.

4.2.3.5.3 Display Result: When the answering process is stopped or finished, a histogram of answering result will be displayed on the right bottom of screen. And some information of answering result will be added in the remark column of each question slide



Note: *To display answering result histogram, please select “Auto build answering histogram” on slide on Question Setting.*

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	Normal Quiz
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	0

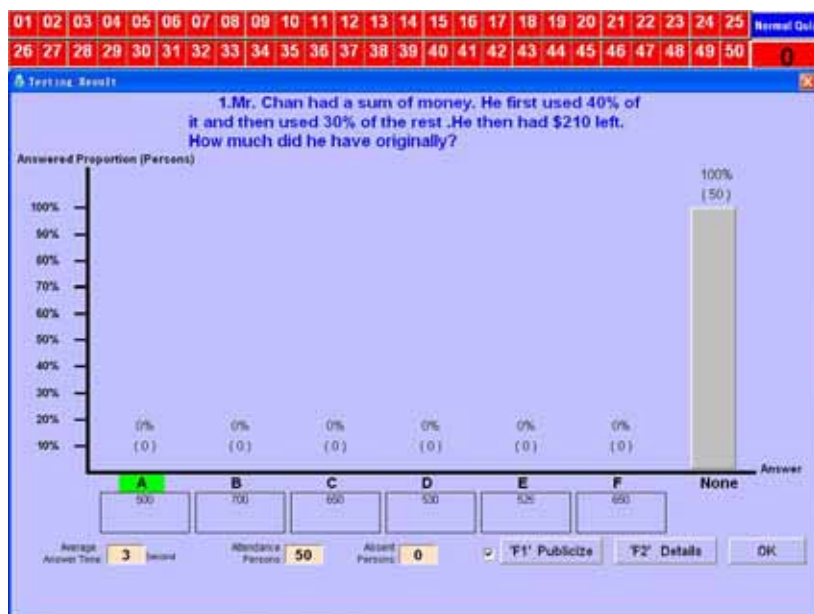
1.Mr. Chan had a sum of money. He first used 40% of it and then used 30% of the rest .He then had \$210 left. How much did he have originally?

A 500 B 700
 C 650 D 530
 E 525 F 650

B C D E F None

Status PageTotal: 1/5 AnsweredTotal: 0/50 Normal Quiz Press F1 to change the status bar, and F2 to pop up the current interface Command

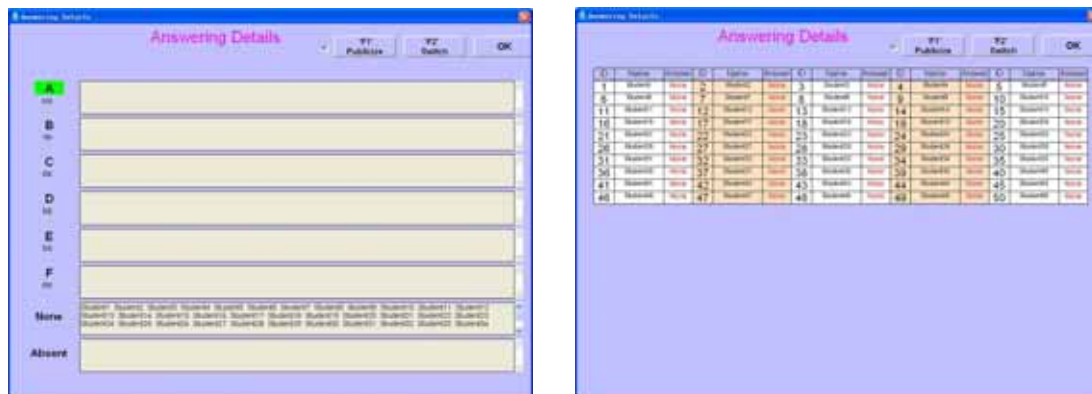
Now the teacher can press “” to display the answering result window, as follows.



The answered proportion, average answer time, and attendance will be displayed on this window. If you select “F1 publicize”, then the correct answer options will be displayed in green background, and the incorrect ones will be displayed in red background (the correct answer will also be displayed in the Answering Details window). Otherwise, all options will be displayed in blue background.

In this window you can press “F1” to publish and hide correct answer; press “F2” to display answering details; press “OK” to exit this window.

Display answering details: In Testing Result window, you can press “**F2**” to display the Answering Details window. In the Answering Details window, you can press “**F1**” to publish and hide correct answer; press “**F2**” to switch the displaying mode, as follows.



Press "**F1**" key, you can see the each student's ranking, as follows.

The screenshot shows the 'Place Sheet of Answering' window with a table of student rankings. The word 'TOP' is displayed in red above the table.

Place	ID NO.	Name	Mark	Time
1	34	Student34	0	3
1	32	Student32	0	3
1	33	Student33	0	3
1	37	Student37	0	3
1	36	Student36	0	3
1	35	Student35	0	3
1	26	Student26	0	3
1	28	Student28	0	3
1	27	Student27	0	3
1	31	Student31	0	3
1	30	Student30	0	3
1	29	Student29	0	3
1	50	Student50	0	3
1	46	Student46	0	3
1	44	Student44	0	3
1	45	Student45	0	3
1	49	Student49	0	3
1	48	Student48	0	3
1	47	Student47	0	3
1	38	Student38	0	3

The ranking order is based on the student's mark and on the answering time when the marks are identical. The student whose mark is higher or whose answering time is shorter will get better ranking. It reflects the accuracy and celerity of the student's answering.



Note: Definition of Answering Time: The answering time is counted from the time teacher presses “▶” button to the time student inputs the answer (base on the last input). If there is no answer inputted, it will be the time between pressing “▶” and “■” plus one second

4.2.3.5.4 Exit: Press “⏻” button or click “Exit”, the system will ask whether you want to exit or not, click “OK” to exit. If the students have answered questions during the activity, the system will prompt you to save the records for future query. Click “Ok Save” to save the record. You also can tick “Export PPT file with answering record” to save the exam with answering record, as follows.



4.3 Query Setting

Click “Setting and Query” to enter the User Type selection interface, if you select “Common user”, you can directly enter the main interface (as follows); if you select “Administrator”, you must input correct password. The difference between these two users is common user only can inquire the record, but administrator can also set system. Now select “Administrator”, input the password (the default password is “88888888”), enter Setting and Query main interface, click “Query”, and enter Record Query interface:

4.3.1 Activity Record Query

On Setting and Query interface, click “Query” into Record Query interface, including Query by class, Query by person and Query by activity.

1. Query by class

Select “Query by class”, (the system defaults to display “Query by class” when

entering Record Query interface), as follows:

Record Query

Query by class | Query by person | Query by activity | Others

List content

☒ Class grade list
☐ Class answer details
☐ Class attendance
☐ Class activities summary

Query condition

Class: Temporary Class

Subject: All

Activity time: from 2002- 6 -27 to 2002- 6 -27

☒ Sort by ID No. ☐ Sort by place

Query

A. Class grade list: Show the score of previous activities, including student number, student name, group number, mark, answering time and rank, class mark pass rate and full mark rate, etc.

B. Class answer details: Show a single activity details, including activity name, interactive mode, activity date, test paper path and participation mode. The system will also display the quiz name, correct answer, mark, the content of each option and the answer that students selected.

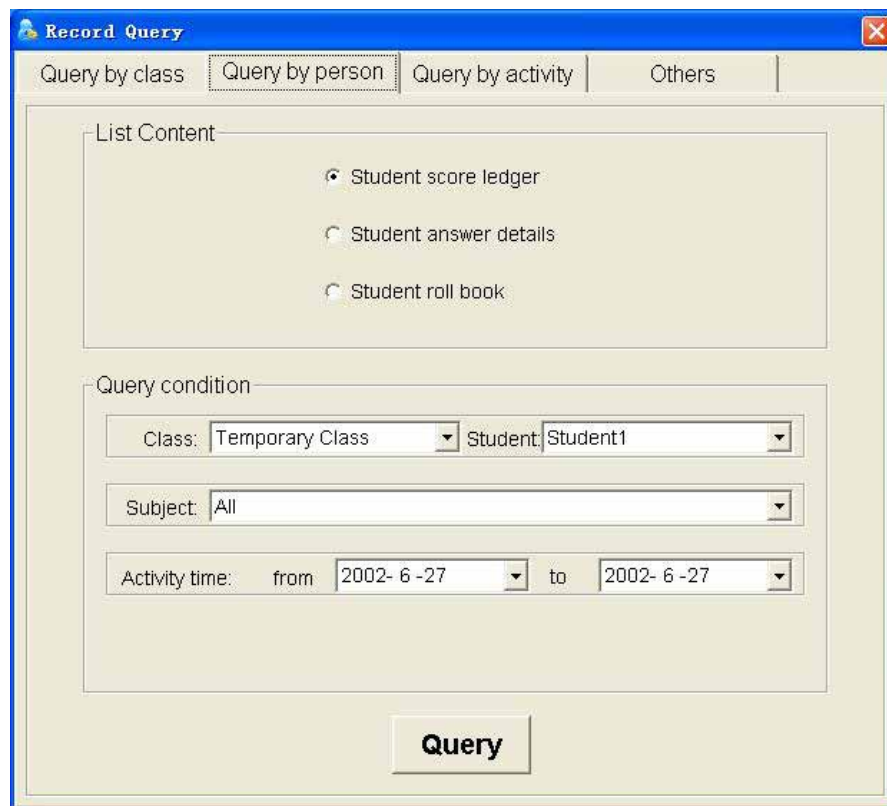
C. Class attendance: Show attendance details for a class in a single activity, including checking time, present and absent status of each student, and total present and absent number.

D. Class activities summary: Show activities information in a period of time, including activity number, activity name, activity mode, participation mode, subject name, test paper path, teacher name, activity date and participant number.

Different form has different query condition, such as class, student, subject, activity time, etc.

2. Query by person

Select “*Query by person*”, as follows:



The screenshot shows a window titled "Record Query" with a blue title bar and a close button. It contains four tabs: "Query by class", "Query by person" (which is selected), "Query by activity", and "Others". The "Query by person" tab is active, showing a "List Content" section with three radio buttons: "Student score ledger" (selected), "Student answer details", and "Student roll book". Below this is a "Query condition" section with three rows of input fields: "Class" with a dropdown menu showing "Temporary Class", "Student" with a dropdown menu showing "Student1", and "Subject" with a dropdown menu showing "All". The "Activity time" section has "from" and "to" dropdown menus, both showing "2002- 6 -27". A "Query" button is located at the bottom center of the dialog.

A. Student score ledger: Show activity result of a single student in a period of time, including activity information, individual mark and position, class average mark, etc.

B. Student answer details: Show a single activity details of a single student

C. Student roll book: Show attendance details for a student in a period of time, including roll call time, present and absent times, etc.

Different form has different query condition, such as class, student, subject, activity time, etc.

3. Query by activity

Select “*Query by activity*”, as follows:

Record Query

Query by class | Query by person | **Query by activity** | Others

List Content

☒ Question accuracy
☐ Multiple-choice histogram
☐ Right and wrong details
☐ Grade details

Query condition

Class: Temporary Class

Subject: All

Activity time: from 2002- 6 -27 to 2002- 6 -27

Activity:

Query

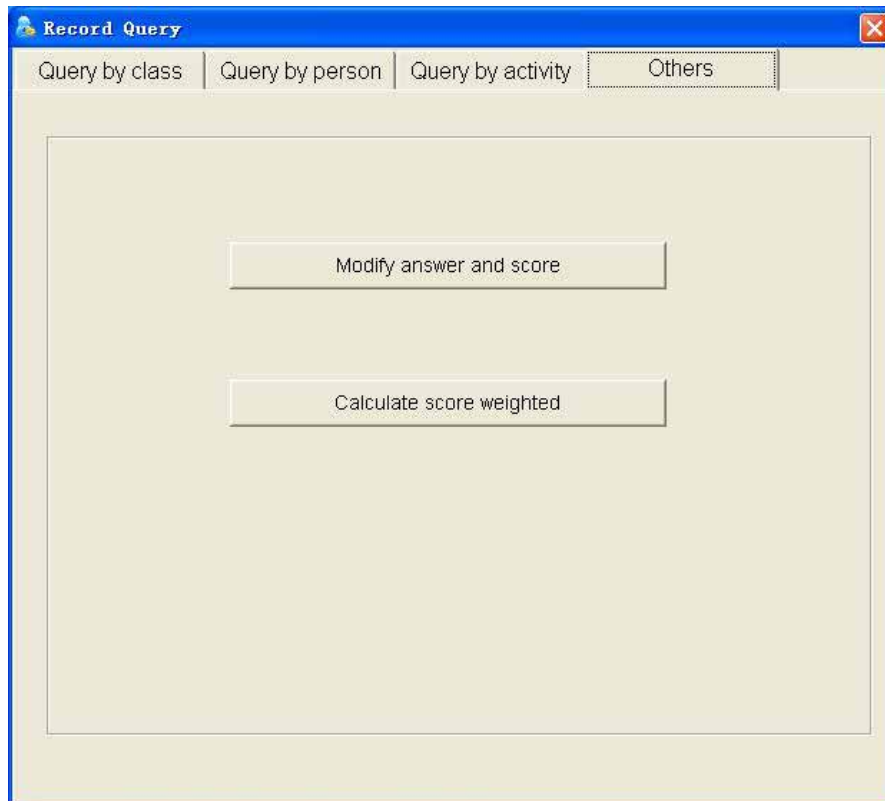
A. Question accuracy: Show the answer accuracy of each question in a single activity (limited to Normal Quiz). The questions are arranged by their answer accuracy, so it is convenient for teacher to know which question is well answered, and which is not.

B. Multiple-choice histogram: Use histogram to show how many times each option has been selected in each question

C. Right and wrong details: Show the detailed list of students whose answers are right or wrong, and who haven't answered the question. You can export the list to an Excel file.

D. Grading details: Specially designed for "Grading", you can see the grading details of each candidate.

4. Others



A. Modify answer and score: Modify the correct answer and score of questions in previous activities, you need to input the Data Management Password.

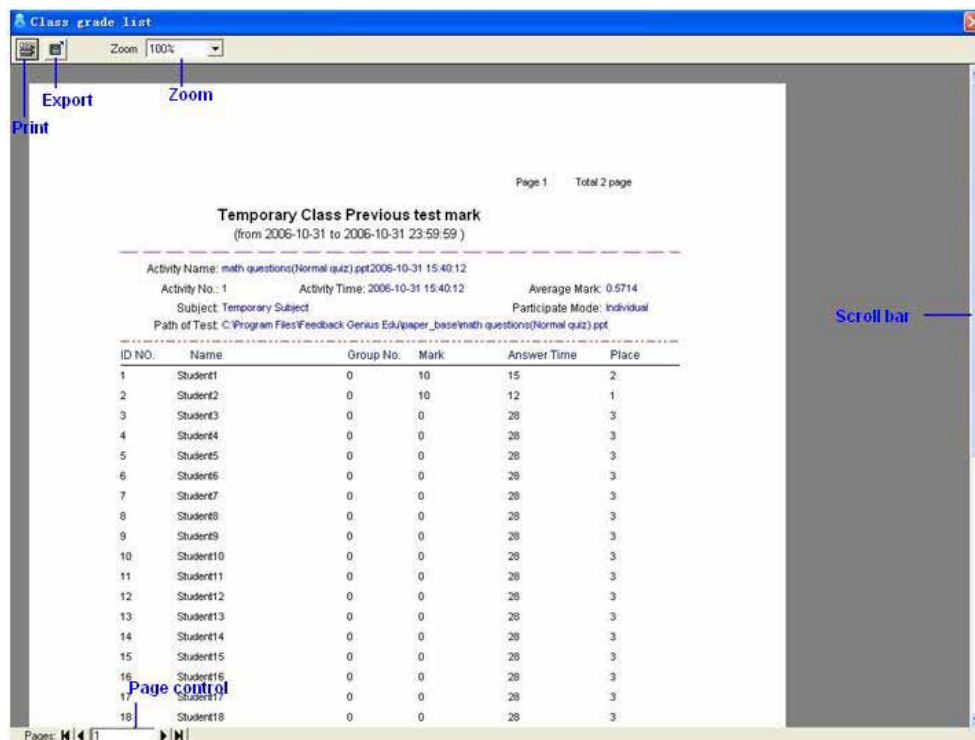
B. Calculate score weighted: Calculate the weighted mean of one class's several activity scores, and export to Excel table.



Note: The weight should be integer from 0-10.

4.3.2. Operation on report forms

After you click "Query" button, the report form window will popup, different query option generates different report form. As follows:



You can do the following operation (refer to mark on the above picture):

Print: print the report forms.

Export: convert report form to HTML file or Text file, and then save to HDD.

Zoom: zoom in or zoom out.

Scroll bar: scroll screen to see the whole information.

Page control: turn to the first page or to the last page, or turn to previous or next page.

4.3.3 Relation between Activity Mode and Report Form

Different Activity Mode has different Report Form, following is their relationship:

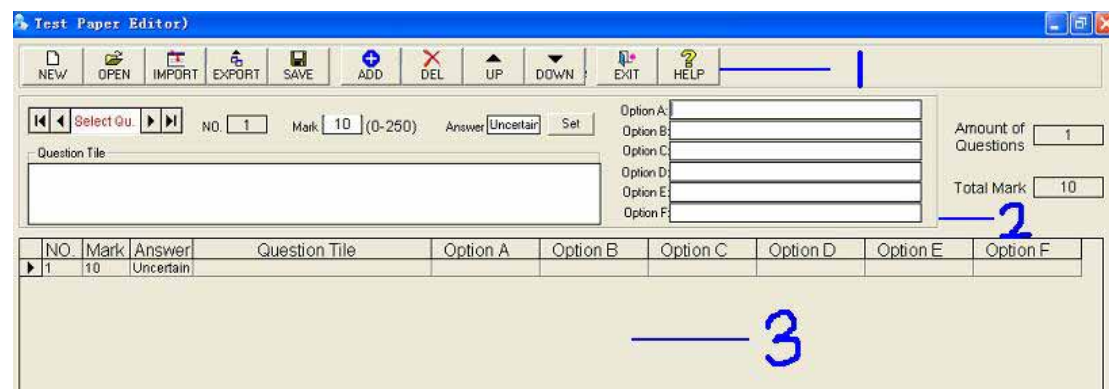
Activity Mode		Normal Quiz	Rush Quiz	Elimination	Hand-raise	Voting	Grading	Oral Quiz	Feedback	Standard Exam	Roll Call	Quick Grouping
Query by class	Class grade list	√	√	√	√			√	√	√		
	Class Answer details	√	√	√		√		√	√	√		
	Class attendance										√	
	Class activities summary	√	√	√	√	√	√	√	√	√		
Query by person	Student score ledger	√	√	√	√			√	√	√		
	Student answer details	√	√	√		√		√	√	√		
	Student roll book										√	
Query by activity	Question accuracy	√				√		√		√		
	Multiple-choice histogram	√	√	√		√		√	√	√		
	Right and Wrong details	√	√	√		√		√		√		
	Grading details						√					
Others	Modify Answer And score	√						√		√		
	Calculate score weighted	√								√		

Remark: “√” means the query is available, blank means the query is unavailable.

4.4 Standardized Test Paper Editor

In Standardized Test, different students can answer different standardized test questions at the same time. When holding Standardized Test, the teacher should write all test questions on the blackboard, or print on test paper and deliver to every student. The Test Paper Editor can let teacher edit the mark, answer, and content for each question in Standard Test Paper.

Select Start > Programs > Feedback Genius Edu-RF(LCD) > Test Paper Editor to enter editor interface.



The interface is divided into three areas:

1. On the top is the operation button bar, including Paper Operation Buttons (new, open, import, export, save), Question Operation Buttons (add, delete, previous, next), and other operation buttons (exit, help).
2. On the middle is the question editing area, it allows you to edit, mark, answer, title, and options for a question, and also shows the total mark and question amount.
3. The question information is displayed on the bottom.

4.4.1. Paper Operation Button



A. New: Click “New”, system will automatically create an test paper and add a question.

B. Open: Click “Open”, you can select a ready-made test paper, the file format must be “ccv”, and the paper should follow the stipulated format (refer to Test Paper Format

below), otherwise the system will prompt an error message.

C. Import: Click “Import”, you can import an test paper in “xls” file, the paper should follow the stipulated format, otherwise the system will prompt an error message.

D. Export: Click “Export” to export the current test paper as an “xls” file.

E. Save: Click “Save”, save the edited test paper in a “ccv” file.

Test Paper Format: the “ccv” and “xls” file should follow the format below:

Number	Mark	Answer	Title	Option A	Option B	Option C	Option D	Option E	Option F
(1-250 integer)	(0-250 integer)	(A, B, C, D, E, F or “Undefined”)	(Any Text)	(Any Text)	(Any Text)	(Any Text)	(Any Text)	(Any Text)	(Any Text)



Caution: In the “ccv” and “xls” file, each column of the first row must be identical with the first row of the above table. From the second row, each column should follow the description in the second row of the above table.

4.4.2. Question Operation Button



A. Add: Click “Add”, system will automatically add a question on the end of the test paper, the default question number is the largest number plus 1, the default mark is “10”, and the default answer is “undefined”. If the question number reaches 250, you can not add question any more.

B. Delete: Click “Delete” to delete the currently selected question.

C. Up: Click “Up” to move to the previous question.

D. DOWN: Click “DOWN” to move to the next question.

4.4.3. Other Operation Button



A. Exit: Click “Exit” to exit the test paper editor, and if you have made some

modification on test paper, the system will prompt you to save it.

B. Help: Click “*Help*”, system will show help information.

4.4.4. Select, set and edit question



A. Select question: On the top left corner of editor, there is a button group of “*Select Qu.*”, click these buttons, you can select the previous, next, first and last question. You also can select question directly on the question area.

B. Set Mark and Answer: Input integer from 0-250 on “*Mark*” textbox to set the mark. Then click “*Set*” button to set the correct answer. (These items are mandatory). Fill the text boxes of “*Question title*”, “*Option A*”, “*Option B*”, “*Option C*”, “*Option D*”, “*Option E*” and “*Option F*” with relevant content. (These items are optional. It will be more clear and convenient in future query if you have added some explanation for these items.)



Prompt: you can set one or more correct answers for one question.

4. 5. Standardized Test System

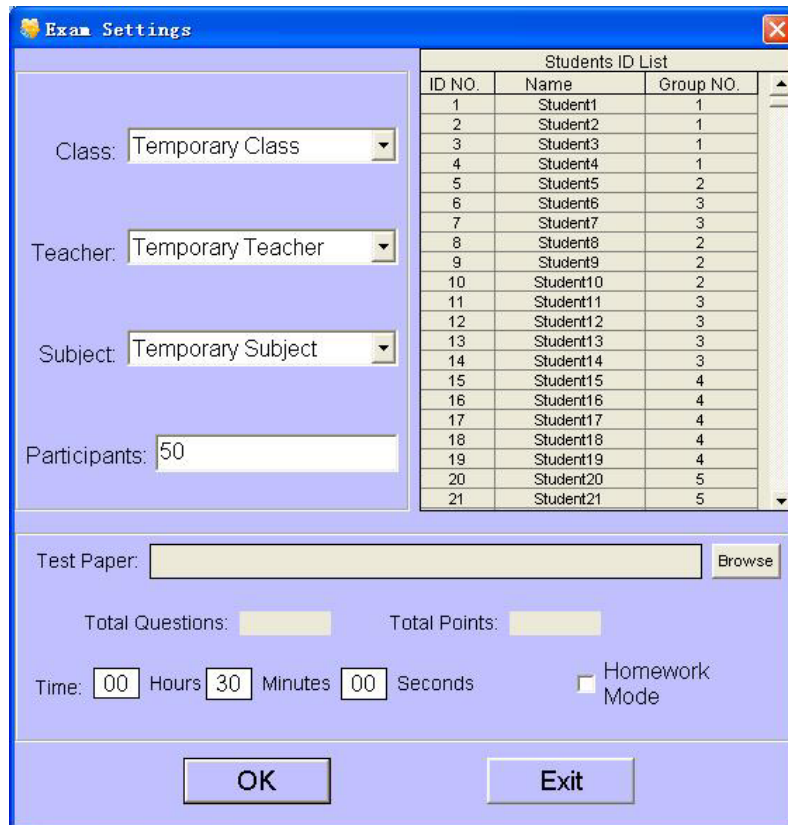
In Standardized Test, different students can answer different standardized test questions at the same time. When holding Standardized Test, the teacher should write all test questions on the blackboard, or print on test paper and deliver to every student. The Standardized Test System can collect the answering information, count and query the answering result, etc.

4.5.1 Standardized Test System

4.5.1.1. Check hardware connection

If the receiver has not connected with computer or power source, or you open other software at the same time (Quiz Genius or System Setting in Setting and Query), the system will prompt error, and you can not proceed to answer.

4.5.1.2. Enter Standardized Test Setting Interface



The dialog box is titled "Exam Settings". It contains several input fields and a table.

Class: Temporary Class

Teacher: Temporary Teacher

Subject: Temporary Subject

Participants: 50

Students ID List		
ID NO.	Name	Group NO.
1	Student1	1
2	Student2	1
3	Student3	1
4	Student4	1
5	Student5	2
6	Student6	3
7	Student7	3
8	Student8	2
9	Student9	2
10	Student10	2
11	Student11	3
12	Student12	3
13	Student13	3
14	Student14	3
15	Student15	4
16	Student16	4
17	Student17	4
18	Student18	4
19	Student19	4
20	Student20	5
21	Student21	5

Test Paper: Browse

Total Questions: Total Points:

Time: Hours Minutes Seconds ☐ Homework Mode

OK Exit

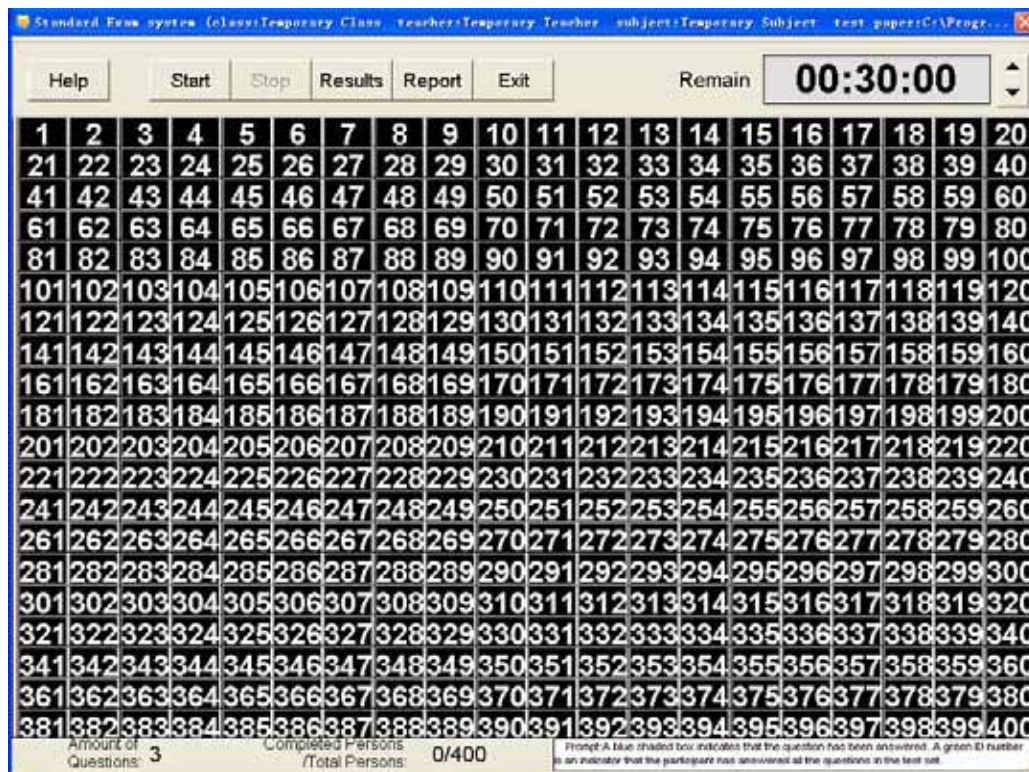
A. Set class, teacher, and subject. If you select temporary class, you must set number of participate students.

B. Select test paper. The paper is in “cvs” file, and should follow the stipulated test paper format, otherwise system will prompt error. If the format is correct, the system will show the total question number and total mark.

C. Set the test time. (The test time also can be adjusted in the Standardized Test Answering Interface)

D. If you tick “Homework mode”, the answer type can only be “A-F single”, and the participant number can be within 100.

4.5.1.3. Enter Standardized Test Answering Interface



The Standard Test System Answer Interface includes three parts:

- A. On the top is the operation button bar for controlling the test process.
- B. On the middle is answering information bar showing the answering details of each student.
- C. On the bottom is status bar, which show the total question number and the number students who have already answered.

4.5.2 Control test process

4.5.2.1. Start test: Click “Start” button (or press “▶” key on teacher remote controller), the timer starts to timing (background color turns green), and the test begins. Now the “Start” button becomes “Pause” button. Click “Pause” (or press “▶” key on teacher remote controller), the timer stops (background color turns yellow), but students can continue answer their answering, and the “Pause” button becomes “Start” button again. Click “Start” button again (or press “▶” key on teacher remote controller again), the timer continues to timing..

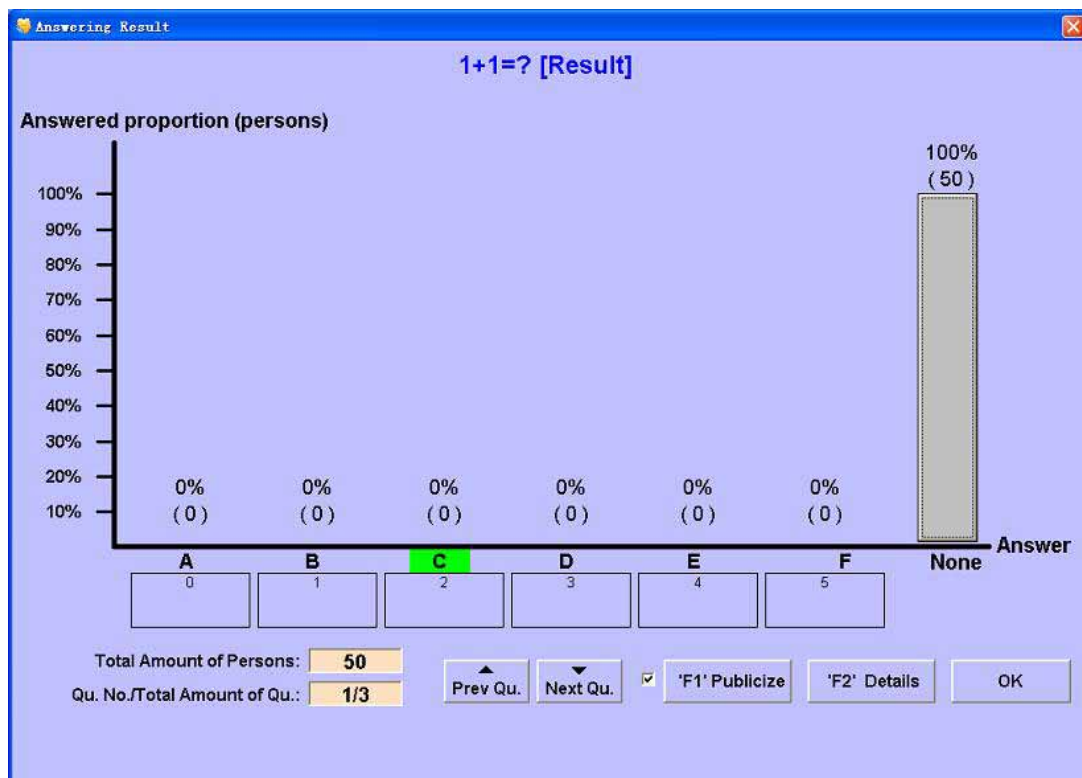
4.5.2.2. Stop test: click “Stop” (press “■” key on teacher remote controller), the

timer stops, (background color turns red), the test is over, students can not answer.



Prompt: In “Homework mode”, the teacher can press “Pause” or “Stop” button on the screen to pause or stop test.

4.5.2.3. View test result: Click “Result” button (or press “” key on teacher remote controller) to show the histogram of answer proportion (as follows). You can press “” or “” key on teacher remote controller to view the histogram of previous or next question, press “F1” to publicize the correct answer, press “F2” to view the details, and press “” to exit.



4.5.2.4. View answering details: press “F2” on teacher remote controller to view the answering details (as follows). You can press “” or “” key on teacher remote controller to view the answering details of previous or next question, press “F1” to publicize the correct answer, and press “” to exit.

Answering Details														
1+1=?														
ID	Name	Answer	ID	Name	Answer	ID	Name	Answer	ID	Name	Answer	ID	Name	Answer
1	Student1	None	2	Student2	None	3	Student3	None	4	Student4	None	5	Student5	None
6	Student6	None	7	Student7	None	8	Student8	None	9	Student9	None	10	Student10	None
11	Student11	None	12	Student12	None	13	Student13	None	14	Student14	None	15	Student15	None
16	Student16	None	17	Student17	None	18	Student18	None	19	Student19	None	20	Student20	None
21	Student21	None	22	Student22	None	23	Student23	None	24	Student24	None	25	Student25	None
26	Student26	None	27	Student27	None	28	Student28	None	29	Student29	None	30	Student30	None
31	Student31	None	32	Student32	None	33	Student33	None	34	Student34	None	35	Student35	None
36	Student36	None	37	Student37	None	38	Student38	None	39	Student39	None	40	Student40	None
41	Student41	None	42	Student42	None	43	Student43	None	44	Student44	None	45	Student45	None
46	Student46	None	47	Student47	None	48	Student48	None	49	Student49	None	50	Student50	None

Total Amount of Persons: 50
Qu. No./Total Amount of Qu.: 1/3

▲

Prev Qu.

▼

Next Qu.

☑

'F1'
Publicize

'F2'
Switch

OK

4.5.2.5. View ranking list: click “Report form” button (or press “” key on teacher remote controller) to show the ranking list of the students’ marks (as follows). You can press “” or “” key on teacher remote controller to scroll the list, and press “” to exit.

Place in Exam List

T O P

Place	ID NO.	Name	Mark
1	34	Student34	0
1	32	Student32	0
1	33	Student33	0
1	37	Student37	0
1	36	Student36	0
1	35	Student35	0
1	26	Student26	0
1	28	Student28	0
1	27	Student27	0
1	31	Student31	0
1	30	Student30	0
1	29	Student29	0
1	50	Student50	0
1	46	Student46	0
1	44	Student44	0
1	45	Student45	0
1	49	Student49	0
1	48	Student48	0
1	47	Student47	0
1	38	Student38	0
1	40	Student40	0
1	39	Student39	0
1	43	Student43	0
1	42	Student42	0
1	41	Student41	0
1	1	Student1	0
1	10	Student10	0

OK

4.5.2.6. View help: Click “Help” to enter help interface.

4.5.2.7. Adjust test time: Click “up” and “down” button beside the timer, (or press “▲” or “▼” teacher remote controller) to adjust test time.

4.5.2.8. Exit: Click “Exit” button to exit the system, if answers have been made, system will prompt you to save the test record. And the saved record can be viewed through Setting and Query.

4.5.3 Student Answering

When the test is started (start timing or pause timing), students can do their answering.

4.5.3.1. Select Question: Select Question: Student can press “<” or “>” key to go to previous or next question. They also can press “Fn” + “>”, input a Question No. from 1-100, and press “>>>/OK” to jump to this question directly. The selected Question No. will be displayed on LCD.

4.5.3.2. Select Answer: After selecting the question, the student can press A-F or 0-9 keys to select answer, then press “>>>/OK” to send the answer. After student sending his first answer, the background color of his ID will become blue, and will change

between navy blue and pearl blue as the student continues to send answer. After all questions have been answered, the student ID will become blue. The background of student ID will become red if the student sends excessive answer.

If the system is in "Homework mode", student must first press "*Fn*" + "9" or "*Fn*" + ">>>/OK" to enter "Homework mode", then select question and answer according to above instruction. After all answer have been selected, press "*Fn*" + ">>>/OK" to send them all.

Chapter Five: FAQ

1. The keys on remote controller reacts slower or the indicator is not bright enough?

A: Replace the batteries.

2. When I start Quiz Genius, it shows communication error?

A: Please check out whether the transformer can power, whether each connection cable or sub-joints are well connected, and whether the main receiver and extension received are not reversed.

3. Which occasion is Returnstar Feedback Genius Edu-RF(LCD) mainly used in?

A: It is mainly used in multimedia classroom. Now, many schools have already been provided with computer, projector, projection screen, so long as a set of Returnstar Feedback Genius Edu-RF(LCD) is added, interactive teaching can be achieved.

4. What is the difference between Returnstar Feedback Genius Edu-RF(LCD) and the “Rush Answer Machine” in market?

A: Mostly the “Rush Answer Machine” is wired, and only allows several participators. It is often used in some games. Returnstar Feedback Genius Edu-RF(LCD) uses the advanced electromagnetic wave technology, allows 100 people to participate simultaneously, and has interactive teaching software. It is especially fit for common multimedia classroom.

5. Can Returnstar Feedback Genius Edu-RF(LCD) be used outdoors?

A: Generally speaking, Returnstar Feedback Genius Edu-RF(LCD) is only suitable for indoor use. It has the same light requirement as projector. We don't recommend using Returnstar Feedback Genius Edu-RF(LCD) outdoors, because it may be disturbed by strong magnetic field or electric field.

6. Can Returnstar Feedback Genius Edu-RF(LCD) receive students' feedback information effectively in large amphitheatre?

A: Returnstar Feedback Genius Edu-RF(LCD) adopts advanced electromagnetic wave technology. The effective distance of single receiver is up to meters. So normally it can meet the requirement of large amphitheatre.

7. If dozens of students presses remote controller at the same time, will the receiver get jammed and lost the code?

A: No. Due the advanced patent infrared technology, Returnstar Feedback Genius Edu-RF(LCD) can ensure multi-channel infrared signals be correctly and quickly received and processed.

8. Returnstar Feedback Genius Edu-RF(LCD) adopts wireless technology, will two systems installed in neighboring classrooms disturb each other when used at the same time?

A: No. Each receiver will recognize the signal of its corresponding remote controllers.

9. Can Returnstar Feedback Genius Edu-RF(LCD) play the test question automatically?

A: Yes, press “Shift” key, and then click “Play” button, the test question will be played automatically. But the software must be upgraded to V2.3.

10. I lost the Returnstar Feedback Genius Edu-RF(LCD) software CD, can I found the Product SN elsewhere?

A: Besides CD, the Product SN can also be found on main receiver.

11. What should I do if the remote controller lost or damaged?

A: Use backup remote controller and then set the ID. If the backup remote controllers are inadequate to meet the demand, you can purchase from dealer.

12. When using the Returnstar Feedback Genius Edu-RF(LCD), different teachers may teach the same class with different computers, do they need to edit class information on each computer?

A: Returnstar Feedback Genius Edu-RF(LCD) V2.3 has added the class information import and export function. You only need to edit the class information in one computer, and use the import and export functions in other computers.

13. Class information has not been set yet, how to do some temporary test?

A: You can use the temporary class in system. The default participant number is 400.

14. If the teacher wants to group the student temporarily in activity, does he need return to Setting and Query to re-group the student?

A: No. In Quiz Genius, select “Quick Grouping” activity mode, start playing, and press the key on student remote controller to finish grouping. Then the students can take part in activity in groups.

15. If teacher hasn’t prepared the test question, how to do some temporary tests?

A: In Quiz Genius, select “Oral Quiz” activity mode. After the student has answered the question, teacher can show the correct answer and mark the student.

16. Can I insert picture, sound, video into test question?

A: Of course, Returnstar Feedback Genius Edu-RF(LCD) is based on Microsoft PowerPoint, and adopts embedded design. The system has powerful function in test paper edition. You can insert picture, sound, video and other multimedia file.

17. What peripheral equipments does Returnstar Feedback Genius Edu-RF(LCD) need?

A: One computer, one projector, and one large display are enough. You don’t need to equip each student with one computer.

18. Can I use remote controller in another Feedback Genius?

A: Yes, but you have to correspondent receiver to reset the Remote ID first.